

KVBC - Las Vegas
KRNV - Reno
KENV - Elko
KBJN - Ely
KYMA - Yuma
KPVI - Pocatello
KFXP - Pocatello

SUNBELT

COMMUNICATIONS COMPANY

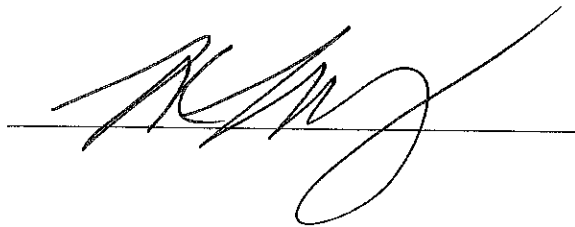
Committed to Excellence in Broadcasting and Education

KJWY - Jackson
KTVH - Helena
KBBJ - Havre
KBAO - Lewistown
KXTF - Twin Falls
KCWY - Casper
KCHY - Cheyenne
KWNV - Winnemucca

MANAGER'S CERTIFICATION

I, Gene Greenberg, certify that I have reviewed the contents of the Children's Programming Report for station KVBC for the quarter ending 12/31, 2005. I certify that all information contained in this report is accurate to the best of my knowledge and a copy of the report is simultaneously being placed in the station's Children's Public File. Furthermore, I certify that a copy of this Children's report along with this certification has been sent to Mari Beth Bindues in Las Vegas for recordkeeping purposes.

Signed:



Date:

1-9-06

The following are included in
KVBC, Channel 3, Las Vegas, Nevada
4th Quarter, 2005

Children's Programming Report

1. A copy of FCC 398 Children's Television Programming Report
October 31, 2005 through December 31, 2005
2. NBC's Children's Program Airdates, Episodic program
descriptions, and PSA's
3. Syndicated Program Airdates and episodic descriptions for
"Jack Hanna's Animal Adventures"
and
"Animal Rescue"
4. Commercial Limits Certification
October, 2005
November, 2005
December, 2005
5. Script for KVBC's on-air publicizing spot
6. Confirmation of airing of spot in number 5
October, 2005
November, 2005
December, 2005

FCC 398 Submission Results

FCC 398 Filing for Call Sign **KVBC** for quarter ending **12/31/2005**

Accepted!

Confirmation number: **63892**

Errors and informational messages:

WARNING: *Question 5, Program #3, Preemption #1, Date Preempted/Episode* is blank, other values ignored

WARNING: *Question 9, Program #1, Title* is blank, other values ignored

Federal Communications Commission
Washington D.C. 20554

Approved by OMB
3060-0754

FCC 398 Children's Television Programming Report

Report reflects information for quarter ending (mm/dd/yyyy) 12/31/2005

1. Call Sign	Channel Number	Community of License			
KVBC	3	City	State	County	ZIP Code
		Las Vegas	NV	Clark	89101
Licensee					
Valley Broadcasting Company					
<input checked="" type="checkbox"/> Network Affiliation: NBC		Nielsen DMA		World Wide Web Home Page Address (if applicable)	
<input type="checkbox"/> Independent		Las Vegas		www.kvbc.com	
Facility ID Number		Previous Call Sign (if applicable)		License Renewal Expiration Date (mm/dd/yyyy)	
69677				10/01/2006	

Core Programming

2. State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. Section 73.671(c).

3.32

3. Does the licensee identify each Core Program at the beginning of the airing of each program as required by C.F.R. Section 73.673?

☒ Yes ☐ No

4. a. Does the licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?

☒ Yes ☐ No

b. Identify publishers who were sent information in 4.a.

TV Guide, Tulsa, OK
Larimi Communications, Astoria, NY
TV Data Technologies, Queensbury, NY
Prevue Networks, Inc., Tulsa, OK
MB Broadcasting, St. George, UT
Tribune Media Services, Glen Falls, NY
Las Vegas Review-Journal, Las Vegas, NV
TV Guide, Radnor, PA
Video Viewing, Little Rock, AR
TV Las Vegas, Las Vegas, NV

5. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Program #1:			Origination Network
F. urance			
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report

SA @ 10:30-11:00AM

11

3

Length of Program: 30 (minutes)

Age of Target Child Audience: from 9 years to 14 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

An engrossing program that shows the target audience, with typical kids ages 9-14, succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance, from Houdini's escape artistry to Sir Edmund Hillary's ascent of Mount Everest. Each of the 12 competitive challenges is a metaphor for one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.

* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #1: Endurance		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	3	2

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	N/A	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Date Preempted/Episode # (2)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/29/05	10/30/05 @ 3:30pm	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Date Preempted/Episode # (3)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/12/05	11/13/05 @ 10:30am	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Title of Program #2:

Tutenstein

Origination
Network

Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
Sat 3:00-3:30pm	11	3	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years to 14 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Tutenstein is a resurrected ten-year old boy mummy who thinks he is still King Tut-Ankh-en-Amun, Pharaoh and ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show's educational content includes Egyptology and social-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the socio-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior.			

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.
 * Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #2: Tutenstein		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
12	3	2

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/22/05	N/A	Yes ___ No <u>X</u>
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? ___ Yes <u>X</u> No		
Reason for Preemption: ___ Breaking News ___ Other News ___X Sports ___ Public ___ Other		

Date Preempted/Episode # (2)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/5/05	N/A	Yes ___ No <u>X</u>
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? ___ Yes <u>X</u> No		
Reason for Preemption: ___ Breaking News ___ Other News ___X Sports ___ Public ___ Other		

Date Preempted/Episode # (3)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	10/16/05@9:30am	<u>X</u> Yes ___ No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <u>X</u> Yes ___ No		
Reason for Preemption: ___ Breaking News ___ Other News ___X Sports ___ Public ___ Other		

Title of Program #3: Darcy's Wildlife	Origination Network
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Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
Sa 9:30-10:00AM	14	0	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years to 14 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Darcy Fields has enjoyed a life as the pampered teenage daughter of a top Hollywood movie star-- a world of limos, movie-premiers, Jimmy Choo shoes, Stella McCartney fashions and salt glow massages. So, when her mom decides to uproot the family from their cushy existence and move to a rural farm in search of the simple life, Darcy's dismay is understandable. Luckily, Darcy has a good heart and an innate generosity. Encouraged by her mother to develop a work ethic and make some extra money, Darcy gets a job at a local vet's office where she learns more than she ever wanted to know about animals, and even a bit about herself.			

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.

* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #3: Darcy's Wildlife		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
14	0	0

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
		Yes No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? Yes No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Title of Program #4: Flight 29 Down			Origination Network
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA @ 10:00-10:30AM	11	3	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years to 14 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. 29 Down is a live action fiction show about a group of ten young boys and girls and a camp counselor are stranded on a remote island in the South Pacific, when their plane, 20 DWN makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other, and survive.			

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.

* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #4: Flight 29 Down		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	3	2

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	N/A	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Date Preempted/Episode # (2)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/29/05	10/30/05@3:00pm	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Date Preempted/Episode # (3)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
11/12/05	11/13/05@10:00am	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No		
Reason for Preemption: <input type="checkbox"/> Breaking News <input checked="" type="checkbox"/> Sports <input type="checkbox"/> Other <input type="checkbox"/> Other News <input type="checkbox"/> Public		

Title of Program #5: Time Warp Trio			Origination Network
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA @ 3:30-4:00PM	13	1	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years to 14 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Time Warp Trio consists of three curious boys, Fred, Sam and Joe, who are transported through time via a mysterious magic book that is presented to Joe by his magician uncle. "The Book" warps the boys backward or forward in time, before disappearing, to experience extraordinary adventures where they partake in the makings of history as they search for the magical book to return home. When the boys are warped into the future, they come face to face with their own great-granddaughters- Freddi, Samantha, and Jodie who have also inherited "The Book" over time. Through their time travels, the six kids periodically bump into one another and help each other to locate "The Book" while outsmarting their adversaries so they can warp back home. The show embeds interesting historical facts in a way that blends action, adventure and fun that appeals to a young audience.			

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.
 * Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #5: Time Warp Trio		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
14	1	1

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	10/16/05@3:00pm	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Reason for Preemption:		
<input type="checkbox"/> Breaking News	<input checked="" type="checkbox"/> Sports	<input type="checkbox"/> Other
<input type="checkbox"/> Other News	<input type="checkbox"/> Public	

Title of Program #6: Trading Spaces: Boys vs. Girls			Origination Network
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA@4:00-4:30AM	13	1	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 9 years to 14 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan in Trading Spaces: Boys vs. Girls. Each week a boy or girl will be given two days and \$5000 dollars to complete a renovation of their partner's "room". The space might be a bedroom, a recreation room, or a club house, but the "designer" has to show his or her knowledge of the other person's preferences, hobbies, and lifestyle to come up with a good design. Then, the challenge of balancing the budget and figuring out the renovation process begins. Participants will learn measurements, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they will find out if their knowledge and perception of their partner was on or off base.			

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.
* Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #6: Trading Spaces: Boys vs. Girls		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
14	1	1

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	10/16/05@3:30pm	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Reason for Preemption:		
<input type="checkbox"/> Breaking News	<input checked="" type="checkbox"/> Sports	<input type="checkbox"/> Other
<input type="checkbox"/> Other News	<input type="checkbox"/> Public	

Title of Program #7: Jack Hanna's Animal Adventures			Origination Syndicated
Days/Times Program Regularly Scheduled:	Total times aired at regularly scheduled time	Number of Preemptions	If preempted, complete Preemption Report
SA@4:30-5:00PM	13	1	
Length of Program: 30 (minutes)			

Age of Target Child Audience: from 13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.
This five action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social value within an environmentally responsible universe.

Preemption Report

Complete the chart below for each core program listed in Question 5 of FCC 398 that was preempted during the past three months.
 * Total Times Aired is total times aired at regularly scheduled time plus Number of Preemptions Rescheduled.

Title of Program #7: Jack Hanna's Animal Adventures		
Total Times Aired *	Number of Preemptions	Number of Preemptions Rescheduled
13	1	1

Date Preempted/Episode # (1)	If rescheduled, date and time rescheduled. If not rescheduled, enter N/A	Is the rescheduled date the second home?
10/15/05	N/A	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
If rescheduled, were promotional efforts made to notify public of rescheduled date and time?		<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Reason for Preemption:		
<input type="checkbox"/> Breaking News	<input checked="" type="checkbox"/> Sports	<input type="checkbox"/> Other
<input type="checkbox"/> Other News	<input type="checkbox"/> Public	

Non-Core Educational and Informational Programming

6. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. Section 73.671. Complete chart below for each additional such educational and informational program.

Title of Program #1: Animal Rescue			Origination Syndicated
Dates/Times Program Aired:	Total times aired	Number of Preemptions	If preempted and rescheduled, list date and time aired.
SA @ 4:30-5:00AM	14	0	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 13 years to 16 years			
Describe the program. Animal Rescue is a weekly half-hour reality series showcasing spectacular rescues of all types of animals. The series focuses on the dedicated people around the world who help sick, injured or abused animals. The program also instructs children on the proper care of animals and provides safety tips on how to care for all kinds of creatures in the animal kingdom. The show is aimed at children and families who want to learn about animal treatment, care and protection.			
Does the program have educating and informing children ages 16 and under as a significant purpose?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If Yes, does the licensee identify each program at the beginning of its airing consistent with 47 C.F.R Section 73.673?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If Yes, does the licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R Section 73.673?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No

Title of Program #2: Jack Hanna's Animal Adventures			Origination Syndicated
Dates/Times Program Aired:	Total times aired	Number of Preemptions	If preempted and rescheduled, list date and time aired.
SA @ 3:30-4:00AM	12	0	Aired 9/27, 10/4, 11/5, 11/26 @ 4:00am, Aired 11/27, 12/18, 1/1 @ 3:00pm, Aired 12/24 @ 3:30pm
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 13 years to 16 years			
Describe the program. This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social value within an environmentally responsible universe.			
Does the program have educating and informing children ages 16 and under as a significant purpose?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If Yes, does the licensee identify each program at the beginning of its airing consistent with 47 C.F.R Section 73.673?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
If Yes, does the licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R Section 73.673?			<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No

Other Matters

7. Complete the following for each program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Program #1: Endurance			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @ 10:30-11:00AM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. An engrossing program that shows the target audience, with typical kids ages 9-14, succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance, from Houdini's escape artistry to Sir Edmund Hillary's ascent of Mount Everest. Each of the 12 competitive challenges is a metaphor for one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.			

Title of Program #2: Darcy's Wildlife			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @ 9:30-10:00AM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Darcy Fields has enjoyed a life as the pampered teenage daughter of a top Hollywood movie star-- a world of limos, movie-premiers, Jimmy Choo shoes, Stella McCartney fashions and salt glow massages. So, when her mom decides to uproot the family from their cushy existence and move to a rural farm in search of the simple life, Darcy's dismay is understandable. Luckily, Darcy has a good heart and an innate generosity. Encouraged by her mother to develop a work ethic and make some extra money, Darcy gets a job at a local vet's			

office where she learns more than she ever wanted to know about animals, and even a bit about herself.

Title of Program #3: Tutenstein			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @3:00-3:30PM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Tutenstein is a resurrected ten-year old boy mummy who thinks he is still King Tut-Ankh-en-Amun, Pharaoh and ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show's educational content includes Egyptology and social-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the socio-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior.			

Title of Program #4: Trading Spaces: Boys vs. Girls			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @4:00-4:30PM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan in Trading Spaces: Boys vs. Girls. Each week a boy or girl will be given two days and \$5000 dollars to complete a renovation of their partner's "room". The space might be a bedroom, a recreation room, or a club house, but the "designer" has to share his or her knowledge of the other person's preferences, hobbies, and lifestyle to come up with a good design. Then, the challenge of balancing the budget and figuring out the renovation process begins. Participants will learn measurements, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they will find out if their knowledge and perception of their partner was on or off base.			

Title of Program #5: Flight 29 Down			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @10:00-10:30PM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. 29 Down is a live action fiction show about a group of ten young boys and girls and a camp counselor are stranded on a remote island in the South Pacific, when their plane, 20 DWN makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other, and survive.			

Title of Program #6: Time Warp Trio			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @3:30-4:00PM	13	30 (minutes)	from 9 to 14 (years)
Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Time Warp Trio consists of three curious boys, Fred, Sam and Joe, who are transported through time via a mysterious magic book that is lent to Joe by his magician uncle. "The Book" warps the boys backward or forward in time, before disappearing, to experience extraordinary adventures where they partake in the makings of history as they search for the magical book to return home. When the boys are warped into the future, they come face to face with their own great-granddaughters- Freddi, Samantha, and Jodie who have			

also inherited "The Book" over time. Through their time travels, the six kids periodically bump into one another and help each other to locate "The Book" while outsmarting their adversaries so they can warp back home. The show embeds interesting historical facts in a way that blends action, adventure and fun that appeals to a young audience.

Title of Program #7: Jack Hanna's Animal Adventures			Origination Network
Days/Times Program Regularly Scheduled:	Total times to be aired	Length of Program	Age of Target Child Audience:
SA @ 4:30-5:00PM	10	30 (minutes)	from 13 to 16 (years)

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.
This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social value within an environmentally responsible universe.

8. Does the licensee publicize the existence and location of the stations's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(1)(iii)? ☒ Yes ☐ No

9. List Core Programs, if any, aired by other stations that are sponsored by the licensee and that meet the criteria set forth in 47 C.F.R. Section 73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

Name of Program	Call Letters of Station Airing Sponsored Program	Channel Number of Station Airing Sponsored Program	Did total programming Increase?
N/A	N/A	N/A	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No

For each Core Program sponsored by the licensee, complete the chart below.

Title of Program #1:			Origination
Days/Times Program Regularly Scheduled:	Total times aired	Number of Preemptions	If preempted and rescheduled, list date and time aired.
Length of Program: (minutes)			
Age of Target Child Audience: from years to years			

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

10. Name of children's programming liaison:	
Name Mari Beth Bindues	Telephone Number (include area code) 702-657-3200
Address 1500 Foremaster Lane	Internet Mail Address (if applicable) mbindues@kvbc.com
City Las Vegas	State NV

11. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's

Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTE 2.

KVBC airs weekly PSA announcements making viewers aware of the location, and hours available to them for viewing the public file as it pertains to Children's programming requirements and reports.

KVBC also posts the Children's programming information on its website at www.kvbc.com as well as provides a link to NBC's, The More You Want to Know Website, listed below.

See public file for public service announcements designed specifically for children.


KVBC as part of their community outreach also provides station studio tours to local youth groups.

The More You Know Website, (www.nbc.com/tmyk) features actual video clips from the award-winning public service announcements, referral information for the organizations referenced in the PSA's, a general campaign overview, and educational materials produced in connection with NBC programming. The site also includes a "feature of the month" page which addresses select TMYK topics, a list of the campaign's most recent accolades, and actionable video of the latest TMYK events.

To supplement and enhance the educational value of the network's "Teen NBC" programs, NBC has a web site (www.nbc.com/tNBC) specifically dedicated to teens. This site was recently re-launched with a new design. The goals of this site are first, to create a platform for the teen community where opportunities for self-expressions become the core of the interactive experience; second to build these communities wherever possible around the themes and ideas generated within the TNBC shows themselves; and third, to provide online resources of information and guidance around the issues that most effect teens' lives.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee Valley Broadcasting Company	Signature (only for printed version) 
Date 1/9/06	

FCC 398
 April 2001 (1.3)
 (end)

KVBC LAS VEGAS

PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14

CORE PROGRAMMING FOR 4TH QUARTER 2005 (NBC)

	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	LISTED BY DATE
WEEK 1	Saturday, October 1	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, October 1	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, October 1	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, October 1	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, October 1	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, October 1	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

WEEK 2	Saturday, October 8	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, October 8	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, October 8	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, October 8	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, October 8	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, October 8	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

KVBC LAS VEGAS

PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14 CORE PROGRAMMING FOR 4TH QUARTER 2005 (NBC)

	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	LISTED BY DATE
WEEK 3	Saturday, October 15	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, October 15			FLIGHT 29 DOWN	Preempted this week.	
	Saturday, October 15			ENDURANCE	Preempted this week.	
	Sunday, October 16	9:30 to 10:00	30:00	TUTENSTEIN		
	Sunday, October 16	15:00 to 15:30	30:00	TIME WARP TRIO		
	Sunday, October 16	15:30 to 16:00	30:00	TRADING SPACES: BOYS VS. GIRLS		

WEEK 4	Saturday, October 22	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, October 22	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, October 22	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, October 22	15:00	00:00	TUTENSTEIN	Did not air. Preempted due to Notre Dame Football over run.	
	Saturday, October 22	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, October 22	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14**

**CORE PROGRAMMING FOR 4TH QUARTER 2005
(NBC)**

					LISTED BY DATE
	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 5	Saturday, October 29	9:30 to 10:00	30:00	DARCY'S WILD LIFE	
	Saturday, October 29	15:00 to 15:30	30:00	TUTENSTEIN	
	Saturday, October 29	15:30 to 16:00	30:00	TIME WARP TRIO	
	Saturday, October 29	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS	
	Sunday, October 30	15:00 to 15:30	30:00	FLIGHT 29 DOWN	
	Sunday, October 30	15:30 to 16:00	30:00	ENDURANCE	

WEEK 6	Saturday, November 5	9:30 to 10:00	30:00	DARCY'S WILD LIFE	
	Saturday, November 5	10:00 to 10:30	30:00	FLIGHT 29 DOWN	
	Saturday, November 5	10:30 to 11:00	30:00	ENDURANCE	
	Saturday, November 5	15:00	00:00	TUTENSTEIN	Did not air due to Notre Dame Football over run.
	Saturday, November 5	15:30 to 16:00	30:00	TIME WARP TRIO	
	Saturday, November 5	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS	

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14**

CORE PROGRAMMING FOR 4TH QUARTER 2005

(NBC)

	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	LISTED BY DATE
WEEK 7	Saturday, November 12	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, November 12	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, November 12	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, November 12	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		
	Sunday, November 13	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Sunday, November 13	10:30 to 11:00	30:00	ENDURANCE		

WEEK 8	Saturday, November 19	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, November 19	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, November 19	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, November 19	15:15 to 15:30	15:00	TUTENSTEIN	Joined in progress due to Notre Dame Football over run.	
	Saturday, November 19	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, November 19	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

KVBC LAS VEGAS

PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14

CORE PROGRAMMING FOR 4TH QUARTER 2005

(NBC)

	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	LISTED BY DATE
WEEK 9	Saturday, November 26	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, November 26	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, November 26	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, November 26	15:01 to 15:30	29:00	TUTENSTEIN	Joined in progress at 15:01 due to Bayou Classic Football over run.	
	Saturday, November 26	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, November 26	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

WEEK 10	Saturday, December 3	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, December 3	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, December 3	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, December 3	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, December 3	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, December 3	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14**

**CORE PROGRAMMING FOR 4TH QUARTER 2005
(NBC)**

LISTED BY DATE

	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
WEEK 11	Saturday, December 10	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, December 10	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, December 10	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, December 10	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, December 10	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, December 10	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

WEEK 12	Saturday, December 17	9:30 to 10:00	30:00	DARCY'S WILD LIFE		
	Saturday, December 17	10:00 to 10:30	30:00	FLIGHT 29 DOWN		
	Saturday, December 17	10:30 to 11:00	30:00	ENDURANCE		
	Saturday, December 17	15:00 to 15:30	30:00	TUTENSTEIN		
	Saturday, December 17	15:30 to 16:00	30:00	TIME WARP TRIO		
	Saturday, December 17	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS		

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 9 AND 14**

**CORE PROGRAMMING FOR 4TH QUARTER 2005
(NBC)**

					LISTED BY DATE
	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 13	Saturday, December 24	9:30 to 10:00	30:00	DARCY'S WILD LIFE	
	Saturday, December 24	10:00 to 10:30	30:00	FLIGHT 29 DOWN	
	Saturday, December 24	10:30 to 11:00	30:00	ENDURANCE	
	Saturday, December 24	15:00 to 15:30	30:00	TUTENSTEIN	
	Saturday, December 24	15:30 to 16:00	30:00	TIME WARP TRIO	
	Saturday, December 24	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS	

WEEK 14	Saturday, December 31	9:30 to 10:00	30:00	DARCY'S WILD LIFE	
	Saturday, December 31	10:00 to 10:30	30:00	FLIGHT 29 DOWN	
	Saturday, December 31	10:30 to 11:00	30:00	ENDURANCE	
	Saturday, December 31	15:00 to 15:30	30:00	TUTENSTEIN	
	Saturday, December 31	15:30 to 16:00	30:00	TIME WARP TRIO	
	Saturday, December 31	16:00 to 16:30	30:00	TRADING SPACES: BOYS VS. GIRLS	

For 4th Quarter 2005

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC** programs feature an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the new regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC**, must be placed in your public file.

Each of the programs listed below, which makes up the NBC Children's Programming block, is specifically designed to serve the "educational and informational" needs of children ages 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

The new show for this quarter is "Flight 29 Down," This is a live-action fiction show about a group of ten young boys and girls and their camp counselor who are stranded on a remote island in the South Pacific when their plane, 29 DWN, makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other and survive.

There are five returning shows from last quarter.

The show, "Tutenstein," revolves around an ancient ten-year-old boy king, Tut-Ankh-en-Set-Amun, who was mummified 3000 years ago and resurrected when his tomb was relocated to an American museum. In each episode, Tut believes he is still the Pharaoh and Ruler of the world, and he learns about getting along with others and controlling his egocentric impulses.

Based on Jon Scieszka's book series, "Time Warp Trio" is an animated show about the adventures of three young boys, Sam, Fred and Joe, who are transported back and forth in time through a magic book presented to Joe by his magician uncle. With each adventure, the trio is given a chance to learn important details about the history of people, places and events through time.

There are two reality-type programs, "Trading Spaces" and "Endurance," which demonstrate how skill and teamwork are combined to accomplish a goal. In these shows, the real-life example is instructional. "Trading Spaces" follows two teams of boys and girls as they redesign and decorate their friends' rooms to reflect their interests and hobbies. They learn construction planning, carpentry, and design principles as they concoct the bedroom of their friends' dreams. "Endurance" follows several teams over 13 weeks of competition, culminating in success for the team that has mastered both strategy and skill to endure the longest.

"Darcy's Wild Life" is a live-action fiction program, which embeds factual information within the context of a narrative story. It follows the development of 15-year-old Darcy Fields whose mother, a famous movie actress, decides to move them from Malibu to rural Idaho to raise Darcy in a "normal" environment. What her mother considers normal is a culture shock for Darcy as she is forced to give up the posh life of a star to live on a farm. Darcy learns how to survive and thrive in a rural environment. She develops new relationships, learns to care for a variety of animals, and even gets a part-time job as she adjusts to her new life at the farm.

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.

4th Quarter Show Summaries:

TUTENSTEIN is a resurrected ten-year-old boy mummy who thinks that he is still King Tut-Ankh-en-Set-Amun, Pharaoh and Ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show's educational content includes Egyptology and socio-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the social-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior. Cleo is usually the voice of reason for Tut, as she is the one who has to problem-solve their way out of each escapade they encounter.

TIME WARP TRIO is about three curious boys – Fred, Sam and Joe – who are transported through time via a mysterious book that is presented to Joe by his magician uncle. The Book warps the boys backward or forward in time. In order to get warped back home, the boys have to locate the magical book and end up experiencing extraordinary historically accurate adventures in the process. When they go to the future, they come face to face with their own great-granddaughters – Freddi, Samantha and Jodie – who inherited The Book from Joe's descendants. Sometimes, all the kids show up in the same time warp and help each other outsmart their adversaries so they can warp back home. Each episode contains interesting historical facts and a key historical takeaway, blending information with action and fun to appeal to the target audience.

TRADING SPACES: BOYS VS. GIRLS is where boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan. Each week a boy or girl is given two days and \$5000 dollars to complete a renovation of their partner's "room." The space might be a bedroom, a recreation room, or a clubhouse; but the "designer" has to first show his or her knowledge of the other person's preferences, hobbies and lifestyle to come up with a good design. Next, the challenge of balancing the budget and figuring out the renovation process begins. Participants learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they find out if their knowledge and perception of their partner was on or off base.

DARCY'S WILD LIFE follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie star who is plucked out of a life of limos, movie premieres and world-class restaurants to live the simple life in rural Idaho. Darcy's initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The educational goal of the program is for the main character, Darcy, to model the learning process as she adjusts to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. The viewer also learns about the care and treatment of a variety of animals that live on farms or in the wild.

FLIGHT 29 DOWN is the name of the small, chartered plane that carries a group of 11 across the South Pacific for an eco-camping class trip to a desert island in Micronesia. Before they can join the rest of their class at the destination, 29 DWN malfunctions and the pilot/camp counselor has to make an emergency crash landing on a remote island somewhere in the South Pacific. With nothing but their camping gear, a limited supply of resources, and each other, the group tries to come to grips with the situation that challenges them with intelligence and instinct. As they confront the false perceptions they have of themselves and one another, the group realizes that they must learn how to live and work together in order to survive. The show carries a powerful social-emotional message that draws upon the complexities of human behavior and social relationships, in which adolescents struggle to define themselves and their roles in a social group, while learning how to work together to deal with the harsh reality that faces them.

ENDURANCE is an engrossing reality program that shows a group of young contestants succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. Each of the 12 competitive challenges is a metaphor for the challenges the target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition to develop their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants. The show emphasizes how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

For the 1st Quarter 2006

There are no new shows for the 1st quarter.

**"CORE PROGRAMMING" PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS
SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN 16 AND UNDER
(AGE TARGET 9-14)
SEPTEMBER – DECEMBER 2005**

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

TUTENSTEIN

PROCRAST-TUT-NATION (#690020)

When Cleo shows Tutenstein how to ride a skateboard, he becomes obsessed with mastering it. Luxor reminds him that he's supposed to participate in an underworld festival. If he doesn't show, he risks angering the gods. Nonetheless, Tutenstein continues to practice skateboarding. Meanwhile, Cleo finds a hieroglyph that reveals the festival is more than ceremonial – if Tutenstein doesn't show up by sunset, he will lose his power over the scepter of Was and be stripped of his rule. Once warned, Tutenstein goes to the festival, where he must complete a series of tasks without using magic. If he fails, he risks facing the god of chaos, who is ready to usurp Tutenstein's powers. Realizing the seriousness of the situation, Tutenstein uses all his ingenuity to finish the tasks just in the nick of time. He retains his powers and learns a valuable lesson about the potential consequences of procrastination.

[Educational Message: Putting off important tasks till the last minute can lead to unwanted consequences.]

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

TIME WARP TRIO

ME OH MAYA (#477011)

The boys transport to the Mayan city of Chichen Itza, where they are sentenced to death for disrupting a game of ring ball. The Mayan leader, subbing for the absent king, spares the boys when Sam announces that the game, which is supposed to be played on the equinox, is two days ahead of schedule. The boys find The Book, but now it is in Mayan, which renders it useless. The leader claims The Book and calls for the boys to be sacrificed. He decides to "let the gods decide" by tying the boys to a tree near a jaguar. The leader's niece frees the boys and helps them make it look like the jaguar got them. After learning of the leader's treachery in engineering his own brother's death, the boys return to Chichen Itza to face the Mayans in a game of ring ball. The boys win and get The Book back before returning home.

[Key Historical Takeaway: The Maya, 1000 years ago, had a highly developed culture, which included organized sports, a sophisticated mathematics system and a spot-on calendar. They also practiced human sacrifice and believed in multiple gods.]

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

BRANDON VS. ALEXA (#771040)

Ten-year-old Brandon and his friend, Tom, trade spaces with 10-year-old Alexa and her friend, also named Alexa. The girls team up with Designer Jordin and Carpenter Barte to transform Brandon's large but bland playroom into a veritable bagel shop. Among the bagel-shaped items are floor pillows, a counter/desk and a clock. Real bagels are used to decorate the walls and fill a baker's rack. A couch/storage unit looks like a giant package of cream cheese. The boys, along with Designer Scott and Carpenter Ginene, pick a gymnastics theme for Alexa's room, with storage lockers, an uneven bar clothes rack, a gym mat bed with a springboard, a mural of gymnast poses, and a cooler filled with a sports drink.

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

DARCY'S WILD LIFE

NATURE VS. NURTURE (#699016)

Jack is not happy to learn that his dad, Dr. Adams, will be accompanying him to the upcoming Frontier Rangers' campout. He is sure that his dad's comparative lack of macho in competitive events will make him a target of bullies who always choose one kid to pick on for the whole weekend. Sure enough, Jack is proven right. To avoid further humiliation, he pretends to be sick and hides in his tent. When Dad finds out, Jack reluctantly confesses the reason. Saddened, Dad offers to keep a low profile for the rest of the weekend. However, after Eli makes Jack realize how lucky he is to have a dad who makes time for him, he asks Dad to rejoin him in the competitions. When a mountain lion threatens the campers, Dad surprises everyone, including Jack, by facing it down and driving it away.

[Educational Message: Sometimes we want our parents to be a certain way, and then we discover that they have unique strengths that make them special in ways no else can replicate.]

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

FLIGHT 29 DOWN

ARRIVAL (#542001)

A planeload of students en route to an "eco-camping adventure" in Micronesia has to make an emergency landing on an island when a lightning storm knocks out their engine. Out of radio range and unsure of their position, the students and their pilot, Captain Russell, split into two groups. One group stays with the beached plane to salvage necessities, while Russell leads the others into the jungle to search for signs of civilization. Two of the students, Nathan and Daly, quickly begin a power play to lead the beach group. Then Lex, Daly's stepbrother and the youngest member of the group, notices that the incoming tide threatens to wash the plane out to sea. The group must work together to secure it with ropes, chains and vines, and pull it away from the water. Their excitement is short-lived, however, when Russell and the others return without having found help.

[Educational Message: In a survival situation, teamwork is a necessity.]

Airdate: 10/01/2005 (Season Premiere)

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: HANG GLIDE (#838056)

The 20 Endurance contestants gather on an isolated island in a lake in the Tehachapi Mountains of California for this year's competition. They will live in cabins with wooden beds, cold showers and no electricity while competing to win the most pyramid pieces. After all the challenges and Temple missions are completed, the two teams with the most pieces will face off for a chance at the fourth season championship. For the first time, no contestants are eliminated on the first day. On the second day, however, the Right to Stay challenge will eliminate six of them. The challenge involves each contestant hanging from bars over the lake as long as possible. The first three boys and the first three girls to lose their grip are sent home.

[Educational Message: Do not underestimate your abilities; you may surprise yourself and find yourself a worthy opponent.]

Airdate: 10/08/2005

Time:

Duration: 30:00

TUTENSTEIN

THE SHADOW GOBBLER (#690016)

The museum gets a shipment of scrolls that belonged to an ancient magician. Despite his promise to Cleo, Tutenstein reneges and reads the scrolls. He inadvertently brings his own shadow to life, and it begins wreaking havoc in the museum, stealing the shadows of Cleo, Luxor and the staff, too. Cleo learns that if their shadows are not returned by sundown, they will all die. Even worse, the infamous Shadow Gobbler rises from the underworld, hungry for fresh shadows and takes all their shadows back to the underworld with him. Luckily, Tutenstein tricks the Shadow Gobbler into eating his own shadow, which reduces him to a tiny, non-threatening "shadow" of his former self. Cleo reads the scroll that reverses the spell and returns their shadows. Tut vows from now on to keep his word.

[Educational Message: If you make a promise to a friend, it is your responsibility to keep it.]

Airdate: 10/08/2005

Time:

Duration: 30:00

TIME WARP TRIO

THE GOOD, THE BAD AND THE GOOFY (#477012)

After watching a Western movie, the boys end up in the old West, on the Chisholm Trail. They join a cattle drive to Abilene, Texas, and the grungy, unglamorous atmosphere is nothing like the movies. A sudden storm separates the boys, but they are found by the Cheyenne. At a council meeting, the Cheyenne disagree about whether to return the boys to the cattle drive, dead or alive. They are swayed by Sam's interest in the astrological designs on the council tent, leading them to vote to spare the boys' lives. Unfortunately, Bull Bear, the brave charged with returning the boys, plans to scalp them instead. Luckily, the Cheyenne chief, Black Kettle, shows up in time to prevent this. When the cavalry arrives to attack the Cheyenne, the boys use The Book to freeze time, allowing the Cheyenne to escape.

[Key Historical Take-Away: Cowboys and American Indians were not simply the "good guys" and the "bad guys;" their lives were very hard, and the Indians were struggling to protect their land.]

Airdate: 10/08/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

TYLER VS. CHELSEA (#771041)

Nine-year-old Tyler and pal Matthew swap rooms with ten-year-old Chelsea and her friend Erica. To create a Beverly Hills Hotel atmosphere for Chelsea, the boys join forces with Designer Jordin and Carpenter Ginene. The pink, black and white décor is complemented by a plush white carpet, a faux molding pattern on the walls, a chaise lounge, a mini-fridge, a secretary desk, a flat screen TV, a monogrammed bathrobe, and a personalized hotel logo. Designer Scott and Carpenter Barte help the girls turn Tyler's playroom into a superhero headquarters, with a strategy table that doubles as a desk, a "control center" that holds a stereo and TV, and a costume vault with a mannequin. The girls even create and design some original superheroes based on what the boys look like.

Airdate: 10/08/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

PIG WHISPERER (#699017)

When Kathi brings her pig, Petula, to the clinic, Darcy claims to sense that the pig is pregnant. To their surprise, Dr. Adams confirms the diagnosis, and soon everyone considers Darcy to be a "pig whisperer." Her "powers" seem to work on other animals as well. However, when the owner of an aging, ailing dog asks Darcy if it is time to put the beloved pet down, Darcy realizes that her power comes with great responsibility. Skeptical, Lindsay runs some tests on Darcy and proves that she does not really have any special powers. She has just been making lucky guesses. Darcy goes to the dog's owner and makes her realize that she should make the decision herself. After all, no one else is in a better position to know what is best for the dog but its owner.

[Educational Message: It is flattering to have your opinion taken seriously, but you may have to take responsibility for the consequences of your advice.]

Airdate: 10/08/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

QUEST FOR THE QUEST FOR FIRE (#542002)

Captain Russell and his group decide to keep searching the island for other signs of life, despite Nathan's opinion that they all stick together in case help arrives. Daly supports Russell's position, causing further friction with Nathan. The two also disagree about what to do next, with Daly searching for a suitable campground while Nathan tries to start a signal fire. Daly thinks she found the right spot until several leeches attach to her leg. Nathan's luck is no better; none of his fire-starting methods prove successful. Since neither Daly nor Nathan will listen to anyone else's input, their efforts come to nothing. Finally, Jackson reveals that he has a cigarette lighter. He starts the fire, which is then used to burn the leeches off Daly's leg. Jackson makes the point that if the would-be leaders will include everyone's input, things will be a lot easier.

[Educational Message: A good leader knows it is smart to accept input from others.]

Airdate: 10/08/2005

Time

Duration: 30:00

ENDURANCE

TEHACHAPI: POWER PLAY (#838057)

The pairing up process begins. Since Shea and Amelia are the first to speak up about wanting to be teammates, they get their wish and choose to be the Blue team. The others have to take part in a challenge that involves holding a log above their heads as long as they can. The winner, Chris, is given the power to choose his own teammate and everyone else's too. He picks Callie to form the Yellow team. The other teams are Red (Franke and Erika), Purple (Jonathan and Daniela), Gray (John and Julie), Orange (Michael and Kylie) and Green (Isaac and Jeszie). The teams pick their first pyramid pieces, after which they learn that the grand prize will be a trip to Costa Rica for an eight-day expedition through a tropical rain forest.

[Educational Message: Sometimes you have to work with people who are not necessarily your friends; but you learn to cooperate with them in order to get the job done.]

Airdate: 10/15/2005

(LPGA Golf)

Time:

Duration: 30:00

TUTENSTEIN

TUT JR. (#690017)

Cleo is looking for a subject for a school paper about a great leader. Tutenstein considers himself the perfect choice, but Cleo disagrees. To prove he is a responsible leader, Tutenstein baby-sits Cleo's little cousin, Thomas, so she can concentrate on her research. Thomas is so fascinated by the pharaoh that he dresses like him and plays with his scepter. When Thomas accidentally transports himself to the underworld, he is mistaken for Tut and captured by the demon, Set, who wants to trade the child for Tut's scepter. Tut pretends to go along with the trade, but tricks Set into defeating himself. Tut returns Thomas before Cleo's mom gets home. Luckily, she thinks Thomas' story about his underworld adventure is just a tall tale.

[Educational Message: A great leader takes responsibility for making things right when he has made a big mistake.]

Airdate: 10/15/2005

(LPGA Golf)

Time:

Duration: 30:00

TIME WARP TRIO

2105 (#477002)

While visiting the Natural History Museum, Fred accidentally sends the trio a hundred years into the future. The boys find themselves a little intimidated with the advancements in technology that include robots with ray guns and strange gadgets hovering above the ground that people use to travel. With The Book in the museum curator's possession, the boys fear they'll never get back home. Then three girls approach them with some amazing news: they have a note the boys wrote in 2005 telling the girls to meet them in 2105. The boys learn that the girls are their great-granddaughters, Jodie, Freddi and Samantha. They realize if the boys don't get back to 2005, the girls will never be born. When the curator catches them trying to steal The Book from the museum, she shreds it, causing the girls to disappear. Luckily, Sam is able to use a time travel watch to turn back time for a few minutes and prevent the shredding. They grab The Book and return home, where they remember to write the note for the girls.

[Key Historical Take-Away: Technology builds on prior inventions, which is why most objects are gradually perfected – becoming more advanced, more compact and easier to manage.]

Airdate: 10/15/2005

(LPGA Golf)

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

COLE VS. AMANDA (#771039)

Ten-year-old best friends, Cole and Kevin, trade spaces with 12-year-old Amanda and her 9-year-old sister, Ashley. The boys join forces with Designer Scott and Carpenter Ginene to create a Greek mythology-themed room for Amanda, with a large clamshell bed (a la goddess Aphrodite), lampshades decorated with Medusa-like "snake-hair," a Poseidon mural and a mirrored chair made to look like the winged horse, Pegasus. They also make a decoupage portfolio that incorporates Amanda's own artwork. The girls turn Cole's room into a virtual roller coaster with the help of Designer Jordin and Carpenter Barte. Roller coaster shaped shelving leads to a coaster mural, and the pattern continues on the carpet. A ticket booth closet, amusement park food, and a working coaster model complete the effect.

Airdate: 10/15/2005

(LPGA Golf)

Time:

Duration: 30:00

DARCY'S WILD LIFE

BEAR-TRAPPED (#699108)

Soon after Darcy and her friends return home from a day of fishing, a bear wanders onto the property. If that was not bad enough, a sudden electrical storm knocks out all the power. Everyone rushes to safety—Victoria and Kathi seek refuge in the house, while Eli and Lindsay retreat to one part of the shed, with Darcy and Jack in the other. Dr. Adams shows up, but when he starts to leave for help, he realizes he forgot his truck keys. Unfortunately, the bear decides to camp outside the truck, and the doctor is trapped. Forced to spend the night where they are, the gang discover new truths about their understanding of each other and the relationships that they share. The next day Darcy finds a bear cub trapped in the shed. Working together with their new found understanding, Darcy and Jack set the cub free to join its mother, and everyone else gets to leave the camp too.

[Educational Message: Unique circumstances can reveal truths about individuals and their relationships with others that they never knew existed.]

Airdate: 10/15/2005

(LPGA Golf)

Time:

Duration: 30:00

FLIGHT 29 DOWN

ARRIVAL (#542001)

A planeload of students en route to an "eco-camping adventure" in Micronesia has to make an emergency landing on an island when a lightning storm knocks out their engine. Out of radio range and unsure of their position, the students and their pilot, Captain Russell, split into two groups. One group stays with the beached plane to salvage necessities, while Russell leads the others into the jungle to search for signs of civilization. Two of the students, Nathan and Daly, quickly begin a power play to lead the beach group. Then Lex, Daly's stepbrother and the youngest member of the group, notices that the incoming tide threatens to wash the plane out to sea. The group must work together to secure it with ropes, chains and vines, and pull it away from the water. Their excitement is short-lived, however, when Russell and the others return without having found help.

[Educational Message: In a survival situation, teamwork is a necessity.]

Airdate: 10/15/2005)

(LPGA Golf)

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: BLOCKED (#838058)

The competitors learn that the winners of the first Endurance mission will receive the Teamwork pyramid piece as well as the right to give the dreaded "Samadhi", which disadvantages whoever gets it. The Endurance mission is a race in which the teammates collect a series of large blocks along a course, using pressure to hold them in place without dropping them. Whoever is first to carry all their blocks to the end of the course and back will win. In a close, frustrating race, the Green team proves victorious because their team worked and communicated the best. They decide to bestow the Samadhi upon the Gray team, who is told they will have four sandbags more than the other teams in the upcoming Temple mission.

[Educational Message: Teamwork requires clear communication in any given situation.]

Airdate: 10/22/2005

Time:

Duration: 30:00

TUTENSTEIN

BEHDETY LATE THAN NEVER (#690023)

Tutenstein runs up the museum's credit card by buying expensive gifts for himself. The resulting financial woes threaten to close down the museum. Professor Behdety hires a noted financial consultant, Chet Goreman, to turn things around. Goreman brings in lots of donations, but soon valuable relics begin to go missing. The police find some of the missing items at Behdety's house and arrest him for suspicion of robbery, after which Goreman takes over Behdety's job. Cleo does some investigating of her own and discovers that Goreman is selling off all the relics. She gets evidence on video, but Goreman and his henchmen capture her and plan to send her abroad with the latest shipment of relics. Tutenstein turns the tables, realizing that you cannot just buy what isn't yours or sell it to others either. He stops Goreman's gang before the relics are stolen. Behdety's name is cleared and he returns to his job.

[Educational Message: If you take a credit card or money from another person you have committed a theft and it's up to you to correct the wrong and prevent another person from becoming a victim.]

Airdate: 10/22/2005

Time:

Duration: 30:00

TIME WARP TRIO

YOU CAN'T, BUT GENGHIS KHAN (#477004)

Joe, Fred and Sam find themselves in 12th Century Outer Mongolia, where they narrowly escape a battle between the Mongols and Tartars. They befriend a young Mongol prince, who invites them to a victory feast after the battle. When the prince's father is poisoned by a Tartar spy, the prince's right of succession is challenged by a warrior named Tarkatan. Using underhanded methods, Tarkatan becomes chieftain and has the prince kidnapped. The trio disguises themselves and they free the prince. With help from another chieftain who was close to the prince's father, they gather enough troops to challenge Tarkatan's forces. The boys learn that Tarkatan has The Book – their only chance at returning home. In the ensuing battle, the boys retrieve The Book, and the prince's troops defeat Tarkatan. Sam realizes the nine-year-old prince is destined to grow up and become Genghis Khan – the famous conqueror.

[Key Historical Take-Away: Genghis Khan, one of the world's most famous conquerors, was once an orphaned nine-year-old boy, who struggled to maintain his position after the murder of his father.]

Airdate: 10/22/005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

ANTHONY VS. SIOBHAN (#771036)

Ten-year-old Anthony and his big brother Joey, 14, trade spaces with 10-year-old Siobhan and her 13-year-old best friend, Khusbu. Designer Scott and Carpenter Ginene help the boys design an early American-style room for Siobhan, with a General Store theme highlighted by a trundle bed, butter churn, homemade candles, a vintage flag and custom made signs. The girls enlist Designer Jordin and Carpenter Barte to transform Anthony's room into his own "Bait and Tackle Shop," with a boat-shaped bed, a lake mural, a counter/desk that displays live bait and a ceiling fan made of oars.

Airdate: 10/22/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

SLIGHTLY USED (#699019)

Brittany, a popular and mean girl, dumps her boyfriend, Aaron, and sets her sights on Eli. Darcy, Lindsay and Kathi are surprised and confused by this turn of events, and they miss hanging out with Eli while he continues to date Brittany. Darcy then learns that it was actually Aaron who broke up with Brittany, not the other way around. The girls deduce that Brittany is only dating Eli to make Aaron jealous and win him back. Darcy tells this to Eli, but he does not believe her and resents that she does not believe Brittany really likes him. At the Homecoming dance, Aaron shows up and Brittany immediately brushes off Eli, telling him she is getting back with Aaron. When Aaron sees how Brittany has used and hurt Eli, he dumps her yet again. Eli realizes that Darcy was only trying to help and apologizes for not believing her.

[Educational Message: There is no easy way to warn your friends to be wary of people who try to use them for their own selfish motives. Sometimes they have to find out the hard way and risk getting their feelings hurt.]

Airdate: 10/22/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

IT'S LONELY AT THE TOP (#542003)

On Day Two of their ordeal, the power play between Nathan and Daly escalates. Eventually, Nathan suggests holding an election, with him and Daly campaigning for the others' votes. Daly agrees and the race is on. When Nathan hears that Daly is developing a food rationing plan, he decides to go off alone to find fresh food in the jungle, sure that he will be successful and out-do Daly. Instead, he falls out of a coconut tree and hurts himself. Daly's luck is not much better. When she realizes that their water and packaged food supply is lower than she thought, she withholds the news for fear of losing votes. By the time of the vote, however, both candidates' shortcomings are apparent to everyone. The surprise winner of the election is Jackson, whose quiet authority has impressed the others more than Nathan's and Daly's misguided attempts to lead.

[Educational Message: You cannot gain others' trust through arrogance and dishonesty.]

Airdate: 10/22/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: RAFT PULL (#838059)

The first Temple mission pits the teams against each other in a raft-pulling contest. Each team has 30seconds to gather sandbags and place them on any other team's triangle. Then each team has to load its sandbags onto a raft and pull it across the lake by a pulley system. Once across, they grab their team flag and pull the raft back to the starting point. The Gray and Blue teams told everyone they had an alliance that could not be broken. When the competition begins, the Gray team, which had been given the Samadhi, gets four extra bags. The four remaining teams pile as many sandbags as possible on the Gray and Blue teams' triangles, putting them at a great disadvantage. All the other teams complete the task before them, with the underdog Purple team taking first place. They elect to send Gray and Blue to the first Temple of Fate. Blue wins and Gray goes home. The Alliance is broken.

[Educational Message: If you plan a competitive strategy, you should not disclose it or your opponents will take advantage of it when they compete against you.]

Airdate: 10/29/2005

(Breeders' Cup)

Time:

Duration: 30:00

TUTENSTEIN

DAY OF THE UNDEAD (#690026)

On Halloween, Tutenstein looks forward to taking advantage of the occasion to go trick-or-treating without drawing attention to himself; but, Cleo changes their plans when her friends declare themselves too mature for trick-or-treating. They go to a local "haunted house," where Tut conjures up the ghost of an evil magician to provide some real scares. The ghost has more lethal plans and he chases the group into a portal to the underworld. Tut calls forth some other vengeful ghosts to defeat the magician. Safely returned to the upper world, Cleo's friends try to dismiss their fear by telling themselves that everything they saw was done with special effects as part of the haunted house "show." Tut apologizes to Cleo, who offers her own apology for changing their plans.

[Educational Message: You should not try to please or impress others at the expense of good judgment.]

Airdate: 10/29/2005

(Breeders' Cup)

Time:

Duration: 30:00

TIME WARP TRIO

TUT TUT (#477005)

In ancient Egypt, the boys are captured by the Pharaoh's general named Hotsnot, who has been secretly stealing treasures from the young Pharaoh. Caught in the act by the boys, Hotsnot frames them for the theft instead and is about to execute them when the Pharaoh intervenes. The Pharaoh is fascinated by Fred's sneakers and assumes he must also be royalty. He invites the trio onto his barge, where one of Hotsnot's men pushes Sam overboard. Fred is able to fashion a makeshift surfboard and save Sam from the Nile's hungry crocodiles. To the boys' surprise, Joe's little sister Anna shows up with The Book. It broke after she used it and that's why they're all stuck there. Hotsnot captures the boys again and plans to mummify them, but Anna helps to free them by calling on the power of Isis. The boys warn the young pharaoh of Hotsnot's treachery before they use The Book (repaired) to return home.

[Key Historical Take-Away: The Ancient Egyptians performed an elaborate mummification process to prepare people for the afterlife. Afterwards, Pharaohs were often buried in hidden tombs to deter grave robbers.]

Airdate: 10/29/2005

(*Breeders' Cup*)

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

SAM VS. HANNAH (#771037)

Ten-year-olds Hannah and Colleen join Designer Jordin and Carpenter Ginene to create a drive-in theatre themed bedroom for twin brothers Sam and Jake, who are also 10. It features a car-shaped bed, personalized movie posters, star patterned wall curtains, concession stand, DVD projector with pull-down screen, and a couch made from a real car. The boys, with Designer Scott and Carpenter Barte, give Hannah's room a Wild West theme to fit her passion for horseback riding. Features include a wagon-shaped bed, saddle chair, bandana quilt and a mural of a Western town with a portrait of Hannah on her horse.

Airdate: 10/29/2005

(*Breeders' Cup*)

Time:

Duration: 30:00

DARCY'S WILD LIFE

PET ADOPTION DAY (#699021)

The animal shelter holds a Pet Adoption Day at Dr. Adam's clinic. Darcy proves to be a little too conscientious about questioning the prospective owners. She scares several of them off with her accusatory style. Jack takes up some of the slack with his typical sales savvy, but Lindsay fears that Darcy's methods will deprive many animals of good homes. Darcy even drives away a retired couple who express interest in Bingo, an older dog unlikely to be adopted by anyone else. Though Darcy fears their frequent traveling will be difficult for Bingo, Lindsay makes her realize that he would prefer it to a life in the shelter. Realizing her mistake, Darcy tracks the couple down, apologizes, and urges them to adopt Bingo. They gladly do so, assuring Darcy that they had already decided to go back and get Bingo even before her apology.

[Educational Message: It is important to keep your focus on achieving a goals rather than spinning your wheels being critical of others who could help you achieve your goal.]

Airdate: 10/29/2005

(*Breeders' Cup*)

Time:

Duration: 30:00

FLIGHT 29 DOWN

QUEST FOR THE QUEST FOR FIRE (#542002)

Captain Russell and his group decide to keep searching the island for other signs of life, despite Nathan's opinion that they all stick together in case help arrives. Daly supports Russell's position, causing further friction with Nathan. The two also disagree about what to do next, with Daly searching for a suitable campground while Nathan tries to start a signal fire. Daly thinks she found the right spot until several leeches attach to her leg. Nathan's luck is no better; none of his fire-starting methods prove successful. Since neither Daly nor Nathan will listen to anyone else's input, their efforts come to nothing. Finally, Jackson reveals that he has a cigarette lighter. He starts the fire, which is then used to burn the leeches off Daly's leg. Jackson makes the point that if the would-be leaders will include everyone's input, things will be a lot easier.

[Educational Message: A good leader knows it is smart to accept input from others.]

Airdate: 10/29/2005

(*Breeders' Cup*)

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: HANG GLIDE (#838056)

The 20 Endurance contestants gather on an isolated island in a lake in the Tehachapi Mountains of California for this year's competition. They will live in cabins with wooden beds, cold showers and no electricity while competing to win the most pyramid pieces. After all the challenges and Temple missions are completed, the two teams with the most pieces will face off for a chance at the fourth season championship. For the first time, no contestants are eliminated on the first day. On the second day, however, the Right to Stay challenge will eliminate six of them. The challenge involves each contestant hanging from bars over the lake as long as possible. The first three boys and the first three girls to lose their grip are sent home.

[Educational Message: Do not underestimate your abilities; you may surprise yourself and find yourself a worthy opponent.]

Airdate: 11/05/2005

Time:

Duration: 30:00

TUTENSTEIN

SOMETHING SPHINX (#690018)

After a bad dream in which he lets Tutenstein down, Luxor begins to fret that he is not good enough to serve the little Pharaoh. To ease Luxor's burden, Tut borrows an assistant for him from the gods—an eager, baboon-like creature named Hedgeware. Luxor soon grows jealous of the pleasure Tut takes in Hedgeware's good work. But when Hedgeware conjures up a giant scorpion to guard Tut's possessions, it is clear that, despite his good intentions, his over-zealousness is a threat to the museum. Luxor saves the day by scaring away the scorpion. Tut apologizes to Luxor for his insensitivity to Luxor's feelings.

[Educational Message: When your friends care about and help you, show your appreciation rather than discarding them for someone new who you don't know as well.]

Airdate: 11/05/2005

Time:

Duration: 30:00

TIME WARP TRIO

SAM, SAMURAI (#477006)

After inadvertently reciting a haiku over The Book, the boys find themselves in 1615 Japan, where they meet a ronin (masterless samurai) named Honda. Since his master was killed by the sinister Owattabutt, Honda plans to honor his loyalty to his master by participating in the siege of Osaka, led by Japan's ruler, Tokugawa Ieyasu. Honda mistakes the boys for fellow ronin and invites them along. When the granddaughters show up looking for their missing cat, they accidentally transport, leaving Sam and Samantha behind. When they return to get them, Owattabutt imprisons them in Osaka. Meanwhile, Honda teaches Sam and Samantha the self-disciplined way of the samurai, including poetry, tea ceremonies, Kendo, and archery. They find Owattabutt stealing gold to finance his plans to overthrow Ieyasu, but Owattabutt shifts the blame to the kids. They use what they've learned about haiku to impress Ieyasu and regain access to The Book, which Owattabutt had stolen, and return home.

[Key Historical Take-Away: Samurai were Japanese warriors whose job was to protect and fight for their leader. They lived according to a strict code that stressed loyalty and self-discipline.]

Airdate: 11/05/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

KEVIN VS. LAUREN (#771042)

Twelve-year-old friends Kevin and Ben trade spaces with 12-year-olds, Lauren and Tori. The girls come up with a mini-golf course theme for golf-loving Kevin's bedroom, helped by Designer Scott and Carpenter Barte. It has three usable fairways with obstacles that double as a golf ball-shaped desk and a dojo-shaped dresser. A fake palm tree and a rock waterfall complete the effect. The boys enlist Designer Jordin and Carpenter Ginene to make over Lauren's huge but boring playroom as a summer camp, complete with an artificial grass floor, a forest photo mural, tree bookshelves, a tent, cots, a fireplace, a bear statue with a TV mounted in its belly, and faux cabin doors.

Airdate: 11/05/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

YES I CAN... MAYBE (#699022)

Darcy, Lindsay and Eli encourage timid Kathi to stand up for herself more. She tries some self-actualization exercises Darcy gives her and does very well – maybe too well. Soon, she becomes intolerant of other people's opinions and mistakes. Her friends express concern over this, but she insists the change is for the better. One day, concerned about her pet dog's health, she brings him to Dr. Adams. When Dr. Adams suggests she is over-feeding the dog, Kathi takes offense and dismisses his diagnosis. Eventually, she realizes the doctor was right, but instead of taking responsibility for her attitude, she blames Darcy for pushing her to change in the first place. Victoria makes Darcy realize that even though her intentions were good, she should apologize to Kathi. Kathi accepts the apology and offers one of her own for taking out her frustrations on Darcy. With Darcy's help, Kathi finally finds the right balance.

[Educational Message: While self-improvement is a noble goal, learn to strike a balance in your conduct and avoid excessive behavior.]

Airdate: 11/05/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

NOT A DROP TO DRINK (#542004)

Though duly elected, Jackson declines the leadership position. But the castaways have a more pressing problem: there is a thief in their midst. Six bottles of water are missing. Nathan spearheads a search for fresh sources of water, building a rain-catcher and a solar still, with limited success. When Daly finds Taylor washing her hair with water from one of the bottles, she confesses taking it but says Eric took the others. When confronted, Eric admits his crime, but says he only did it because Daly had insisted there was plenty of water when she was trying to get votes. Feeling guilty, Daly agrees to help Eric return the water in secret. But with Lex hanging around the plane, they decide to look for water on the island. They find an underground spring, earning the others' gratitude. Meanwhile, Melissa convinces Jackson to take the leader role after all.

[Educational Message: Never prejudge a person, because sometimes the information you need comes from the most unexpected source.]

Airdate: 11/05/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: POWER PLAY (#838057)

The pairing up process begins. Since Shea and Amelia are the first to speak up about wanting to be teammates, they get their wish and choose to be the Blue team. The others have to take part in a challenge that involves holding a log above their heads as long as they can. The winner, Chris, is given the power to choose his own teammate and everyone else's, too. He picks Callie to form the Yellow team. The other teams are Red (Franke and Erika), Purple (Jonathan and Daniela), Gray (John and Julie), Orange (Michael and Kylie) and Green (Isaac and Jeszie). The teams pick their first pyramid pieces, after which they learn that the grand prize will be a trip to Costa Rica for an eight-day expedition through a tropical rain forest.

[Educational Message: Sometimes you have to work with people who are not necessarily your friends; but, you have to cooperate with them in order to get the job done.]

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

TUTENSTEIN

THE SUPREME TUT (#690019)

Tutenstein decides he wants to be a god, so he calls on Horus, god of the sky, for help. Horus refuses at first, warning him of the great responsibility that comes with a god's powers. Undaunted, Tut keeps pestering Horus until he complies. Tut uses his new power for trivial, selfish purposes, such as providing ice cream and popcorn for himself and his friends. The demon Set, seeing an opportunity to steal Tut's scepter, lures him to the underworld for a showdown. Tut's powers are not as strong as he thought, but luckily Horus shows up to help defeat the demon. Tut realizes he should not be a god and asks Horus to make him a mere pharaoh once again.

[Educational Message: Be careful what you wish for; it may be more than you can handle.]

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

TIME WARP TRIO

SEE YOU LATER, GLADIATOR (#477007)

In ancient Rome, the boys are hired by Dorkias, head of the gladiator school, to spy on the unhappy gladiators. They befriend a professor who was captured and enslaved by the Roman army when his town was overtaken. He shows them Dorkias' library, where they hope to find The Book, but it's not there. They're discovered by Dorkias, who assumes the boys have caught the professor stealing. For their "reward," the boys will have to kill the professor after he loses a battle in the Coliseum. Instead, they wow the crowd with a wrestling "smack-down" exhibition. The emperor spares their lives, partly at the urging of Sam's great-granddaughter Samantha, who has arrived from 2105 to help. Chased by Dorkias and his men, they hide in the temple of Vesta, where a priestess has The Book. When the boys return home, Fred does some research and learns that the professor lived to become a noted poet.

[Key Historical Take-Away: Roman gladiators were not the ancient equivalent of TV wrestlers -- they were primarily slaves and criminals, who were forced to fight. Life as a gladiator wasn't glamorous, but brutal and short.]

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

VINCENT VS. JULIA (#771043)

Nine-year-old Vinny and his 13-year-old friend J. R. square off against sisters Julia, 10, and Jenah, 13. The boys join forces with Designer Jordin and Carpenter Barte to create a room that will stay true to Julia's love of antiques. They decide on a hat shop theme, decorating the room with antique furniture, including an antique cash register, vintage-looking wallpaper, a dutch door, a day bed, and a variety of hats, both vintage and handmade by the boys. In contrast, the girls update Vinny's room to reflect his interest in TV crime lab shows. The modern-looking design features a light box desk, the top of which can be raised via remote control to reveal a bed. Stainless steel counters double as a dresser. Homemade "Wanted" posters, dry erase boards, lab equipment, and an evidence cabinet help sell the illusion.

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

DARCY'S WILD LIFE

CUZ IN TROUBLE (#699024)

Eli's favorite cousin, Troy, comes to visit. Darcy, Lindsay and Kathi think Troy is cute, but they find him to be condescending and phony with a crude sense of humor. For Eli's sake, they pretend to like him anyway. Unfortunately, Eli starts taking on Troy's worst characteristics, causing the girls to worry. When Troy invites them all to a concert, they reluctantly agree. Darcy comes up with a plan to reveal Troy's true colors to Eli. She tells Troy she needs a ride back home before the concert so she can take care of Thunderbolt, a miniature horse she is baby-sitting. Troy refuses, saying he does not care about some freak animal. This jolts Eli back to reality. He realizes Troy is not as cool as he thought. He tells Troy off and goes back to being his usual sweet self.

[Educational Message: When a friend is emulating the bad qualities of another person, try to let the actions of the offending person speak louder than the words you would use to describe him. People will respond to what they see over what they hear.]

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

FLIGHT 29 DOWN

IT'S LONELY AT THE TOP (#542003)

On Day Two of their ordeal, the power play between Nathan and Daly escalates. Eventually, Nathan suggests holding an election, with him and Daly campaigning for the others' votes. Daly agrees and the race is on. When Nathan hears that Daly is developing a food rationing plan, he decides to go off alone to find fresh food in the jungle, sure that he will be successful and out do Daly. Instead, he falls out of a coconut tree and hurts himself. Daly's luck is not much better. When she realizes that their water and packaged food supply is lower than she thought, she withholds the news for fear of losing votes. By the time of the vote, however, both candidates' shortcomings are apparent to everyone. The surprise winner of the election is Jackson, whose quiet authority has impressed the others more than Nathan's and Daly's misguided attempts to lead.

[Educational Message: You cannot gain others' trust through arrogance and dishonesty.]

Airdate: 11/12/2005

(Notre Dame Football)

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: BLOCKED (#838058)

The competitors learn that the winners of the first Endurance mission will receive the Teamwork pyramid piece as well as the right to give the dreaded "Samadhi", which disadvantages whoever gets it. The Endurance mission is a race in which the teammates collect a series of large blocks along a course, using pressure to hold them in place without dropping them. Whoever is first to carry all their blocks to the end of the course and back will win. In a close, frustrating race, the Green team proves victorious because their team worked and communicated the best. They decide to bestow the Samadhi upon the Gray team, who is told they will have four sandbags more than the other teams in the upcoming Temple mission.

[Educational Message: Teamwork requires clear communication in any given situation.]

Airdate: 11/19/2005

Time:

Duration: 30:00

TUTENSTEIN

WALTER THE BRAIN (#690025)

When Tutenstein grows increasingly irked by Walter's extreme incompetence, he casts a spell that causes Walter to lose control of a forklift, knocking Behdety into a crate. Incensed, Behdety puts Walter on probation and loads him up with busy work. Tutenstein feels guilty about getting Walter in trouble, so he uses the powers of the ancient scroll of Thoth to increase Walter's I.Q. At first, Cleo thinks Tutenstein's unselfish act may turn out to be a good thing, until she realizes that a smarter Walter might be a more observant Walter. What if he discovers Tutenstein? Meanwhile, Thoth is insulted by the misuse of his scroll and sends his baboon henchmen to capture Walter. Tutenstein goes to the underworld to apologize to Thoth and ask for Walter's return. Thoth decides to show mercy and reverses the spell on Walter.

[Educational Message: Having patience with others is an important trait. Before you act selfishly, consider the possible negative effect your actions may have on others.]

Airdate: 11/19/2005

Time:

Duration: 30:00

TIME WARP TRIO

LEWIS AND CLARK... AND JODIE, FREDDI AND SAMANTHA (#477008)

Bored with their "virtual" campsite in 2105, the girls transport to the real wilderness of 1805, where they promptly lose The Book to a rampaging bear. They join up with Lewis and Clark's expedition, which is trying to get across the mountains before the winter snows come. They make friends with the Native American woman, Sacajawea, who is glad for the female company. When the girls grow tired from walking, Sacajawea secretly gives up her own horse for them and carries their supplies. The girls feel guilty when they learn this. After they all get over the mountain and trade with some Nez Perce Indians for food and canoes, the bear shows up. The girls get The Book back, but it falls in the river. Clark takes them after it in a canoe. After they retrieve The Book, Clark realizes the river is heading west, just as he and Lewis had hoped to continue on westward with their exploration.

[Key Historical Take-Away: Lewis and Clark's Corps of Discovery faced many hardships on their journey, but through perseverance and teamwork, succeeded in mapping and exploring much of the West.]

Airdate: 11/19/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

KENNY VS. LACIE (#771044)

Eight-year-old Kenny and his 12-year-old friend Chad trade spaces with eight-year-old friends, Lacie and Hannah. Designer Jordin and Carpenter Barte help the boys transform Lacie's outdated playroom into a "poetry garden" that reflects her interest in poetry and photography. Among the features are a performance stage with karaoke machine and lectern, café tables with fishbowls, flower-patterned floor tiles, pastel-colored walls, homemade poetry journals, plus a new camera, printer and laptop computer. The girls join up with Designer Scott and Carpenter Ginene to turn Kenny's boring bedroom into "Kenny's Bowl-o-rama," complete with a bowling lane bed, a ball return nightstand, a scoreboard, an arcade game, black lights and disco lights, electric bowling designs on the walls and carpet, personalized bowling shirts, and a desk/bookshelf combo designed to look like a bowling shoe rack.

Airdate: 11/19/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

THANKSGIVING (#699028)

Darcy's rock drummer dad, Rory, comes to visit for Thanksgiving. He tells Darcy that his band is doing very well and has just landed a booking for a major music festival in Japan. But when Kathi, who's a fan, checks the band's website, she sees they have nothing scheduled at all. Darcy tells this news to Victoria, who confides that even though Rory means well, he sometimes has trouble with the truth. Darcy angrily confronts Rory, and he finally admits that the band is actually breaking up because the lead singer has had a nervous breakdown. He is worried, unsure what he is going to do next. He apologizes to Darcy and confesses that he was afraid she would be disappointed if he was not famous anymore. Darcy assures him that that she loves him no matter what.

[Educational Message: Sometimes parents try to hard to impress and please their children, and if this happens, show that the truth matters more to you than making a big impression.]

Airdate: 11/19/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

A FISH STORY (#542005)

With no sign of a search plane, the castaways grow discouraged. They have only a couple of days' worth of packaged food left. Jackson calls for a food hunt. He starts trying to spear fish in the ocean. Nathan tries once again to conquer the coconut tree, while Eric fakes an injury so Melissa will take over his water-hauling duties. When Melissa learns the truth, she is understandably enraged. Jackson's fishing attempts fail until he starts receiving anonymous help via a series of notes. As revenge on Eric, Melissa "volunteers" him to clean the fish. Nathan is finally able to climb the tree and gather several coconuts, but Daly and Lex out-do him by finding an area with vast quantities of bananas, papaya, and other fruits. For the first time since the crash, the students enjoy a feast. Afterward, Jackson is stunned to learn that his anonymous fishing advisor was Taylor.

[Educational Message: Never prejudge a person, because sometimes the information you need comes from the most unexpected source.]

Airdate: 11/19/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: RAFT PULL (#838059)

The first Temple mission pits the teams against each other in a raft-pulling contest. Each team has 30seconds to gather sandbags and place them on any other team's triangle. Then each team has to load its sandbags onto a raft and pull it across the lake by a pulley system. Once across, they grab their team flag and pull the raft back to the starting point. The Gray and Blue teams told everyone they had an alliance that could not be broken. When the competition begins, the Gray team, which had been given the Samadhi, gets four extra bags. The four remaining teams pile as many sandbags as possible on the Gray and Blue teams' triangles, putting them at a great disadvantage. All the other teams complete the task before them, with the underdog Purple team taking first place. They elect to send Gray and Blue to the first Temple of Fate. Blue wins and Gray goes home. The Alliance is broken.

[Educational Message: If you plan a competitive strategy, you should not disclose it or your opponents will take advantage of it when they compete against you.]

Airdate: 11/26/2005

Time:

Duration: 30:00

TUTENSTEIN

PROCRAS-TUT-NATION (#690020)

When Cleo shows Tutenstein how to ride a skateboard, he becomes obsessed with mastering it. Luxor reminds him that he's supposed to participate in an underworld festival. If he doesn't show, he risks angering the gods. Nonetheless, Tutenstein continues to practice skateboarding instead. Meanwhile, Cleo finds a hieroglyph that reveals the festival is more than ceremonial – if Tutenstein doesn't show up by sunset, he will lose his power over the scepter and be stripped of his rule. Once warned, Tutenstein goes to the festival, where he must complete a series of tasks without using magic. If he fails, he risks facing the god of chaos, who is ready to usurp Tutenstein's powers. Realizing the seriousness of the situation, Tutenstein uses all his ingenuity to finish the tasks just in the nick of time. He retains his powers and learns a valuable lesson about the potential consequences of procrastination.

[Educational Message: Putting off important tasks till the last minute can lead to unwanted consequences.]

Airdate: 11/26/2005

Time:

Duration: 30:00

TIME WARP TRIO

VIKING IT AND LIKING IT (#477009)

The boys are captured by Vikings, who decide to spare their lives after Joe amuses them with some magic tricks. Their host, the famous explorer Leif Ericson, has The Book, which he plans to give to his father, Eric the Red. After the Vikings go to sleep, the boys plan to take The Book from Leif's treasure chest, but another Viking, Grimm, beats them to it. Grimm steals the chest and one of Leif's ships, intent on using the maps in The Book to discover new worlds and become as famous as Leif. After a chase and battle at sea, Leif and his men defeat Grimm, but their ship runs aground. Leif continues on to discover North America and upon reaching the new land, he rewards the boys by letting them choose one piece of treasure from the chest. They choose The Book, of course, so they can return home.

[Key Historical Take-Away: The first Europeans to cross the Atlantic to North America were the Vikings, led by the famous explorer, Leif Ericson, who made his discovery five hundred years before Christopher Columbus.]

Airdate: 11/26/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

STEPHAN VS. KATIE (#771046)

Brothers Stephan, 11, and Collin, 9, swap playrooms with 11-year-old Katie and her 8-year-old sister, Melissa. The boys utilize the talents of Designer Scott and Carpenter Ginene, to make the girls' playroom the setting for the ultimate slumber party. They put in a large lighted dance floor, real pizza-making equipment, a chalkboard-covered table, and a half-moon-shaped swing covered in glass tiles. The girls, with the invaluable assistance of Designer Jordin and Carpenter Barte, makeover the boys' playroom to create the illusion of a giant hamster cage, featuring an obstacle course made of spandex tubes, a tire swing, a lookout perch, hamster-shaped beanbag chairs, a ball bounce, snack dispensers and an entertainment center. To complete the illusion, a large mural shows the face and hands of a boy peering into the "cage."

Airdate: 11/26/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

BIRD IN THE HAND, PAIN IN THE NECK (#699023)

Darcy offers to adopt a parrot named Harpo that someone has left at the clinic. Lindsay warns her that parrots can be very high maintenance pets. Darcy finds out for herself when she takes Harpo home and he wreaks havoc – he even manages to chew a hole in the wall. Eventually, she gains more control of the bird, but still finds that caring for him is very time-consuming and inconvenient. She almost misses Kathi's comedy debut at the diner because they do not allow animals inside. Still, Darcy grows attached to Harpo. However, when she learns that Colt's beloved goldfish has died, she realizes that he has a greater need for a pet to care for than she does. Colt is thrilled when Darcy gives Harpo to him, and he promises to let her "baby-sit" the bird whenever she misses him.

[Educational Message: Do not assume a responsibility unless you are sure that you are prepared to fulfill your obligations]

Airdate: 11/26/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

THE PITS (#542006)

Four days after the crash, the castaways have fallen into a routine. Everyone seems to be pulling his or her weight – except Taylor. Nathan has an opposite problem; his offers of help are being rejected. He suspects the others think he is useless. When Daly confronts Taylor about her laziness, she gets advice from Eric on how to appear busy while actually doing nothing. Daly figures out Taylor's ruse, however, and orders her to dig a latrine. Taylor retaliates by leaving one of Daly's shirts at the bottom of the trench. Before learning this, Daly praises Taylor's work and apologizes for underestimating her. Taylor feels guilty and reveals her misdeed. Daly is upset, but accepts Taylor's apology. Meanwhile, Nathan reaches a new low when he accidentally shoots off a flare gun and destroys a signal kite. He redeems himself by diagnosing Daly's "sunburn" as an allergic reaction to sunblock.

[Educational Message: Whenever everyone is in a challenging situation, each person needs to pitch in with what resources or talent he or she has. It is unfair to let the other members of a team do all the work.]

Airdate: 11/26/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: DROP OUT (#838060)

After the Gray team loses at the Temple of Fate, they leave their pyramid piece to their friends the Blue team, putting Blue and Green in a tie for first place. The next Endurance mission is called Drop Out. The contestants stretch across some bars suspended over water, their feet on one end and hands on the other. The player that lasts the longest, wins the Discipline pyramid piece, and has the power to divide the teams into two super-teams for the next Temple mission. In an intense competition, Erika of the Red team wins. She and her partner, Franke, pick Green and Yellow to join them on one super-team, with Purple, Blue and Orange forming the other. Whichever of these super-teams emerges victorious in the upcoming mission will be exempt from going to the next Temple of Fate.

[Educational Message: Focusing on the end goal can motivate you to push yourself harder so you can win.]

Airdate: 12/03/2005

Time:

Duration: 30:00

TUTENSTEIN

OLD MAN TUT (#690021)

When Tutenstein learns that he is "too young" to attend certain movies and dance clubs, he realizes he will be stuck at age "10" for eternity. In anger, he breaks his ankh, the Egyptian symbol for long life. He awakens the next morning as a "teenager." Thrilled, he sees grown-up movies, dances at a 17-and-over club, and even takes a chariot from the museum for a joyride. The next time he wakes up, however, he has become a very old man. With Cleo and Luxor, he goes to the underworld for help from Atum, the god of creation. His life force rapidly draining, Tutenstein realizes he did not appreciate his youth when he had it. When a sudden landslide endangers Cleo and Luxor, Tutenstein risks what is left of his life to save them. The god, impressed that Tutenstein has learned a valuable lesson, grants him another ankh and returns him to normal.

[Educational Message: Do not rush to grow up; appreciate your youth while you have it.]

Airdate: 12/03/2005

Time:

Duration: 30:00

TIME WARP TRIO

HEY KID, WANT TO BUY A BRIDGE? (#477010)

A planned trip to the future goes awry, and the boys end up in their Brooklyn hometown, 128 years in the past. After narrowly escaping a thug on the unfinished Brooklyn Bridge, they head for Joe's family home in search of The Book. There they find Freddi, who has come for their help in finding out why all future electrical devices have stopped working. They realize that Sam has all of Thomas Edison's scientific theories in his head, preventing Edison from creating his inventions among which are the lights on the Brooklyn Bridge; a project that is supervised by Emily Roebling. In New Jersey, they convince the distraught Edison to go through with a planned press conference, using Sam as a "ventriloquist's dummy" to announce his ideas. During this, the ideas transfer back to Edison's mind, and electricity is restored in the future. The kids find The Book being used as a base in a baseball game, and Fred "steals second" so they can return home.

[Key Historical Take-Away: The inventions of the late 19th century and early 20th century made the modern city possible. Without the vision, creativity and dedication of people like Thomas Edison and Emily Roebling, the world we live in would be a vastly different place.]

Airdate: 12/03/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

JOHN VS. MEGHAN (#771045)

Ten-year-old best friends John and Andrew swap rooms with fellow 10-year-olds Meghan and Cassie, who are cousins. The girls join Designer Jordin and Carpenter Ginene in creating a "Life on Mars" theme for NASA fan John's bedroom. They even get an assist from a real-life astronaut. John's new bed is patterned after a Mars rover, and the room is filled out with a Mission Control Center desk, a space hatch closet, a weather station, Martian landscape wall paintings, a volcano replica, a telescope and anti-gravity boots. Designer Scott and Carpenter Barte work with the boys to turn Meghan's room into a circus, with a round bed, flashing lights, a striped Big Top wall design, a ticket booth desk, a clown face closet, handmade juggling balls, and a ceiling mural featuring a tightrope walker.

Airdate: 12/03/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

KNOCKIN' ON HEAVEN'S DOGGIE DOOR ((#699025)

Darcy's dog, Sushi, injures his shoulder, so she takes him to Dr. Adams. The diagnosis is cracked cartilage in his shoulder joint. Darcy consents to a simple operation that the doctor assures her will have a good chance of success, though there are risks with any surgery. Unfortunately, Sushi has a negative reaction to the anesthetic and suffers liver damage. Dr. Adams tells Darcy that they will not know until the next morning if medication can fix the problem. There is a chance Sushi will not make it. In her frustration, Darcy lashes out at the doctor and Lindsay. She is even too upset to stand vigil over Sushi, until Eli makes her realize she will regret not doing so. Darcy apologizes to the doctor and Lindsay before sitting overnight with the dog. The next morning, Dr. Adams happily announces that Sushi will make a full recovery, much to Darcy's relief.

[Educational Message: When we make a decision that carries a risk, we must accept the possibility of a negative outcome rather than lay blame on others for things beyond their control.]

Airdate: 12/03/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

THE CRY OF THE WOLF (#542007)

Eric overhears Melissa telling her video diary that she has a crush on Jackson. Later, Nathan confides in Eric about having an uncomfortable and embarrassing rash. Eric uses Melissa and Nathan's secrets as blackmail to force them to do his work for him. But when Eric later has a bad reaction to some oysters that Lex has found, no one believes him. They think he is just faking it in order to get out of doing more work. When they finally realize he is sick, they figure out that he is having an allergic reaction to the shellfish. Luckily, they find some adrenaline in the first aid kit, and Melissa knows that it is the proper treatment in such cases. Eric recovers and thanks Melissa for saving his life.

[Educational Message: If you cultivate a reputation for being deceitful and untrustworthy, do not be surprised if others are not there when you need them.]

Airdate: 12/03/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: SUPER STUMPED (#838061)

The two super-teams face off in a Temple mission. Each team must build a bridge across the lake by running planks across a series of stumps. If any team member falls into the water, they have to climb back up before the team can continue. When they reach the other side, they must grab their flag and race back across the bridge to shore. The first team back wins the right to choose which two teams will go to the Temple of Fate. The Red, Yellow and Green super-team hits a snag when one of their planks gets stuck under another one, paving the way for the underdog super-team of Purple, Orange and Blue to win. The victors decide to send Red and Yellow to the Temple. Red wins and Yellow goes home.

[Educational Message: Strategy, communication and teamwork are keys to winning, not overconfidence.]

Airdate: 12/10/2005

Time:

Duration: 30:00

TUTENSTEIN

CLEO'S CATASTROPHE (#690022)

Cleo complains that she hardly ever sees Luxor because Tutenstein keeps him so busy. Tutenstein attempts a spell that will fix the problem, but instead causes Cleo and Luxor to switch bodies. Cleo the cat, meanwhile, gets captured by Animal Control. Tutenstein rescues her and tries to reverse the spell, but succeeds only in taking Cleo's voice away – now she can only “meow.” A feline goddess, not knowing about the switch, thinks Tutenstein is taking advantage of Luxor. She takes the cat to paradise, unaware that it is Cleo. When Tutenstein and Luxor come to explain, the goddess reverses the switch, but still insists that Luxor stay in paradise. Realizing he has been too demanding of Luxor's time, Tutenstien vows to get him back. His attempt fails, but the goddess allows Luxor to make his own choice. Luxor elects to return with his friends.

[Educational Message: Be understanding of your friend's time and do not take advantage of their friendship and their willingness to help you.]

Airdate: 12/10/2005

Time:

Duration: 30:00

TIME WARP TRIO

ME OH MAYA (#477011)

The boys transport to the Mayan city of Chichen Itza, where they are sentenced to death for disrupting a game of ring ball. The Mayan leader, subbing for the absent king, spares the boys when Sam announces that the game, which is supposed to be played on the equinox, is two days ahead of schedule. The boys find The Book, but now it is in Mayan, which renders it useless. The leader claims The Book and he calls for the boys to be sacrificed. He decides to “let the gods decide” by tying the boys to a tree near a jaguar. The leader's niece frees the boys and helps them make it look like the jaguar got them. After learning of the leader's treachery in engineering his own brother's death, the boys return to Chichen Itza to face the Mayans in a game of ring ball. The boys win and get The Book back before returning home.

[Key Historical Takeaway: The Maya, 1000 years ago, had a highly developed culture, which included organized sports, a sophisticated mathematics system and a spot-on calendar. They also practiced human sacrifice and believed in multiple gods.]

Airdate: 12/10/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

BRANDON VS. ALEXA (#771040)

Ten-year-old Brandon and his friend, Tom, trade spaces with 10-year-old Alexa and her friend, also named Alexa. The girls team up with Designer Jordin and Carpenter Barte to transform Brandon's large but bland playroom into a veritable bagel shop. Among the bagel-shaped items are floor pillows, a counter/desk, and a clock. Real bagels are used to decorate the walls and fill a baker's rack. A couch/storage unit looks like a giant package of cream cheese. The boys, along with Designer Scott and Carpenter Ginene, pick a gymnastics theme for Alexa's room, with storage lockers, an uneven bar clothes rack, a gym mat bed with a springboard, a mural of gymnast poses, and a cooler filled with a sports drink.

Airdate: 12/10/2005

Time:Duration: 30:00

DARCY'S WILD LIFE

GIT ALONG LIL' DARCY (#699026)

Darcy insists on joining Lindsay and Eli when they sign up for the annual cattle drive with Mr. Cahill. At Mr. Cahill's request, Lindsay and Eli take Darcy through a number of exercises to better prepare her for the drive. Just as the drive gets started, along comes Brittney, the class meanie and Mr. Cahill's niece, who questions Darcy's ability to handle the drive. Mr. Cahill puts Brittney in charge of the group that includes Darcy, and the abuse begins. Brittney dumps extra chores on Darcy, and later forces the group to cross a pond, not realizing that it is filled with water snakes. Panic ensues when the group sees the snakes and the cattle disperse. Unable to face the crisis, Brittney abandons her group. However, Darcy steps up, saves the little calf using some of the tricks she learned from Eli and Lindsay, and is appointed new group leader when Mr. Cahill sees how she mustered up her courage.

[Educational Message: When you face a real crisis you have to chance to see how competent and masterful you are under extreme stress.]

Airdate: 12/10/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

SURVIVAL OF THE FITTEST (#542008)

Eric shows Taylor the video diary in which Melissa admits her crush on Jackson. He momentarily regrets it, considering that Melissa has recently saved his life. Taylor intends to use the tape to get back at Melissa for accidentally ruining her favorite shirt. She tricks Lex into rigging up the sound system so she can play the tape for everyone to hear. Mortified, Melissa runs off alone and tumbles down a mountainside, becoming trapped on a ledge. When Jackson realizes Melissa is missing, he and Lex go searching for her. Taylor feels guilty and drags Eric out to search, too. Eric, still under the weather, eventually bails on Taylor and she gets lost. She finds Melissa, but also loses her footing and gets trapped on the ledge with her. Jackson and Lex find them and pull them to safety with a rope.

[Educational Message: Revenge never solves a problem; in fact it usually makes things worse for the person you intend to hurt and hurts others too. Sometimes revenge even backfires on the instigator.]

Airdate: 12/10/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: POWER PLAY (#838057)

The pairing up process begins. Since Shea and Amelia are the first to speak up about wanting to be teammates, they get their wish and choose to be the Blue team. The others have to take part in a challenge that involves holding a log above their heads as long as they can. The winner, Chris, is given the power to choose his own teammate and everyone else's too. He picks Callie to form the Yellow team. The other teams are Red (Franke and Erika), Purple (Jonathan and Daniela), Gray (John and Julie), Orange (Michael and Kylie) and Green (Isaac and Jeszie). The teams pick their first pyramid pieces, after which they learn that the grand prize will be a trip to Costa Rica for an eight-day expedition through a tropical rain forest.

[Educational Message: Sometimes you have to work with people who are not necessarily your friends; but, you have to cooperate in order to get the job done.]

Airdate: 12/17/2005

Time:

Duration: 30:00

TUTENSTEIN

BEHDETY LATE THAN NEVER (#690023)

Tutenstein runs up the museum's credit card by buying expensive gifts for himself. The resulting financial woes threaten to close down the museum. Professor Behdety hires a noted financial consultant, Chet Goreman, to turn things around. Goreman brings in lots of donations, but soon valuable relics begin to go missing. The police find some of the missing items at Behdety's house and arrest him for suspicion of robbery, after which Goreman takes over Behdety's job. Cleo does some investigating of her own and discovers that Goreman is selling off all the relics. She gets evidence on video, but Goreman and his henchmen capture her and plan to send her abroad with the latest shipment of relics. Tutenstein turns the tables, realizing that you cannot just buy what isn't yours or sell it to others either. He stops Goreman's gang before the relics are stolen. Behdety's name is cleared and he returns to his job.

[Educational Message: If you take a credit card or money from another person you have committed a theft, and it's up to you to correct the wrong and prevent another person from becoming a victim.]

Airdate: 12/17/2005

Time:

Duration: 30:00

TIME WARP TRIO

THE GOOD, THE BAD AND THE GOOFY (#477012)

After watching a Western movie, the boys end up in the old West, on the Chisholm Trail. They join a cattle drive to Abilene, Texas, and the grungy, unglamorous atmosphere is nothing like the movies. A sudden storm separates the boys, but they are found by the Cheyenne. At a council meeting, the Cheyenne disagree about whether to return the boys to the cattle drive, dead or alive. They are swayed by Sam's interest in the astrological designs on the council tent, leading them to vote to spare the boys' lives. Unfortunately, Bull Bear, the brave charged with returning the boys, plans to scalp them instead. Luckily, the Cheyenne chief, Black Kettle, shows up in time to prevent this. When the cavalry arrives to attack the Cheyenne, the boys use The Book to freeze time, allowing the Cheyenne to escape.

[Key Historical Take-Away:

Cowboys and American Indians were not simply the "good guys" and the "bad guys;" their lives were very hard, and the Indians were struggling to protect their land.]

Airdate: 12/17/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

TYLER VS. CHELSEA (#771041)

Nine-year-old Tyler and pal Matthew swap rooms with ten-year-old Chelsea and her friend Erica. To create a Beverly Hills Hotel atmosphere for Chelsea, the boys join forces with Designer Jordin and Carpenter Ginene. The pink, black and white décor is complemented by a plush white carpet, a faux molding pattern on the walls, a chaise lounge, a mini-fridge, a secretary desk, a flat screen TV, a monogrammed bathrobe and a personalized hotel logo. Designer Scott and Carpenter Barte help the girls turn Tyler's playroom into a superhero headquarters, with a strategy table that doubles as a desk, a "control center" that holds a stereo and TV, and a costume vault with a mannequin. The girls even create and design some original superheroes based on what the boys look like.

Airdate: 12/17/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

SWINE FLEW THE COOP (#699014)

When Victoria agrees to board Mr. Vasquez's prize pig, Orville, Darcy takes a liking to the smart animal. She's excited to learn that Orville will be entered in the upcoming county fair, until Eli informs her that the winning pig will be auctioned off and slaughtered. Shocked, Darcy tries to talk Mr. Vasquez into sparing Orville, but he won't budge. Eli, who has known Orville since he was a piglet, sets him free and hides him with the help of Darcy and Lindsay. Victoria sympathizes with their cause, but can't condone stealing. She has no choice but to inform Mr. Vasquez of Orville's whereabouts. But when Mr. Vasquez sees how much Darcy and the others care for Orville, he agrees to sell him to Victoria. Darcy is relieved that Orville was spared, but also learns that lying and stealing are not justifiable methods for getting what you want.

[Educational Message: Having the best intentions does not justify taking what does not belong to you and lying about it.]

Airdate: 12/17/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

NOT A DROP TO DRINK (#542004)

Though duly elected, Jackson declines the leadership position. But the castaways have a more pressing problem: there is a thief in their midst. Six bottles of water have gone missing. Nathan spearheads a search for fresh sources of water, building a rain-catcher and a solar still, with limited success. When Daly finds Taylor washing her hair with water from one of the bottles, she confesses taking it but says Eric took the others. When confronted, Eric admits his crime, but says he only did it because Daly had insisted there was plenty of water when she was trying to get votes. Feeling guilty, Daly agrees to help Eric return the water in secret. But with Lex hanging around the plane, they decide to look for water on the island. They find an underground spring, earning the others' gratitude. Meanwhile, Melissa convinces Jackson to take the leader role after all.

[Educational Message: Never prejudge a person, because sometimes the information you need comes from the most unexpected source.]

Airdate: 12/17/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: BLOCKED (#838058)

The competitors learn that the winners of the first Endurance mission will receive the Teamwork pyramid piece as well as the right to give the dreaded "Samadhi", which disadvantages whoever gets it. The Endurance mission is a race in which the teammates collect a series of large blocks along a course, using pressure to hold them in place without dropping them. Whoever is first to carry all their blocks to the end of the course and back will win. In a close, frustrating race, the Green team proves victorious because their team worked and communicated the best. They decide to bestow the Samadhi upon the Gray team, who is told they will have four sandbags more than the other teams in the upcoming Temple mission.

[Educational Message: Teamwork requires clear communication in any given situation.]

Airdate: 12/24/2005

Time:

Duration: 30:00

TUTENSTEIN

GHOSTBUSTED (#690010)

Cleo is livid when Tutenstein cheats at a board game, but he does not see the problem. He summons Isis and plays the game with her. When she, too, catches him cheating, she warns him there will be penalties to pay. She sends the ghost of his old friend, Nebka, as a cautionary example of what happens to those who cross her. Nebka shows Tutenstein the past, present and future effects of his cheating, which include banishment by Isis. Shaken, Tutenstein tells Isis he will change. She challenges him to another game. If he wins, he can keep his soul; if he loses, he will wander forever as a ghost. During the game, Tutenstein sees an opportunity to cheat and win but he chooses to play fair instead. When he loses, Isis reveals that he has passed the real test and sets him free.

[Educational Message: It is better to lose honestly than to cheat. The consequences of cheating can be greater than you can foresee.]

Airdate: 12/24/2005

Time:

Duration: 30:00

TIME WARP TRIO

THE NOT-SO-JOLLY ROGER (#477001)

For his birthday, Joe receives an unusual present from his magician uncle – an elaborately designed book full of pictures, maps and charts. Uncle warns Joe to be careful what he wishes for, but when Joe spots a picture of a pirate ship, he can't help wishing he could be a pirate. Suddenly, Joe and his best friends, Fred and Sam, find themselves thrust back in time, where they are captured by the notorious Blackbeard and his cutthroat crew. When the British navy overtakes the pirate ship, Blackbeard convinces them that the three boys are in charge. The boys are arrested, tried and sentenced to hang. They escape and find a map to a treasure chest that Blackbeard has buried. Blackbeard catches up to them, but not before they find the treasure. Luckily, The Book is in the chest, and the boys are able to return to their own time.

[Key Historical Take-Away: Pirates were not bold action heroes, but seagoing gangs of dangerous criminals who stole and pillaged from other ships. Edward Teach, aka Blackbeard, was one of the nastiest.]

Airdate: 12/24/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

KEVIN VS. LAUREN (#771042)

Twelve-year-old friends Kevin and Ben trade spaces with 12-year-olds, Lauren and Tori. The girls come up with a mini-golf course theme for golf-loving Kevin's bedroom, helped by Designer Scott and Carpenter Barte. It has three usable fairways with obstacles that double as a golf ball-shaped desk and a dojo-shaped dresser. A fake palm tree and a rock waterfall complete the effect. The boys enlist Designer Jordin and Carpenter Ginene to make over Lauren's huge but boring playroom as a summer camp, complete with an artificial grass floor, a forest photo mural, tree bookshelves, a tent, cots, a fireplace, a bear statue with a TV mounted in its belly, and faux cabin doors.

[Educational Message: Sometimes making a choice that benefits someone other than yourself brings about unexpected rewards.]

Airdate: 12/24/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

PUPPY LOVE (#699015)

While walking in the woods, Darcy finds a beautiful stray dog. They take an immediate liking to each other. Darcy tries to find the owner, but no one claims him. She decides if no one comes forward within a week, she'll keep him for her own. Darcy named the dog Bling and builds a bond with him. When the week is almost up, Darcy enters Bling in the regional dog agility trials where he does really well and easily takes the 4th place ribbon. After the competition, however, a wheelchair-bound man approaches Darcy and reveals that "Bling" is actually his helper dog, Duncan. The man recognized Duncan from the competition's TV broadcast and has come to claim him. He thanks Darcy for taking such good care of Duncan, and gives her a moment to say her goodbyes. Darcy is saddened at losing the dog, but glad he's going back where he's needed. Her selfless act is rewarded by getting a free poster ad for puppies in need of a good home!

[Educational Message: Sometimes making a choice that benefits someone other than yourself brings about unexpected rewards.]

Airdate: 12/24/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

A FISH STORY (#542005)

With no sign of a search plane, the castaways grow discouraged. They have only a couple of days' worth of packaged food left. Jackson calls for a food hunt. He starts trying to spear fish in the ocean. Nathan tries once again to conquer the coconut tree, while Eric fakes an injury so Melissa will take over his water-hauling duties. When Melissa learns the truth, she is understandably enraged. Jackson's fishing attempts fail until he starts receiving anonymous help via a series of notes. As revenge on Eric, Melissa "volunteers" him to clean the fish. Nathan is finally able to climb the tree and gather several coconuts, but Daly and Lex outdo him by finding an area with vast quantities of bananas, papaya, and other fruits. For the first time since the crash, the students enjoy a feast. Afterward, Jackson is stunned to learn that his anonymous fishing advisor was Taylor.

[Educational Message: Never prejudge a person, because sometimes the information you need comes from the most unexpected source.]

Airdate: 12/24/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: RAFT PULL (#838059)

The first Temple mission pits the teams against each other in a raft-pulling contest. Each team has 30 seconds to gather sandbags and place them on any other team's triangle. Then each team has to load its sandbags onto a raft and pull it across the lake by a pulley system. Once across, they grab their team flag and pull the raft back to the starting point. The Gray and Blue teams told everyone they had an alliance that could not be broken. When the competition begins, the Gray team, which had been given the Samadhi, gets four extra bags. The four remaining teams pile as many sandbags as possible on the Gray and Blue teams' triangles, putting them at a great disadvantage. All the other teams complete the task before them, with the underdog Purple team taking first place. They elect to send Gray and Blue to the first Temple of Fate. Blue wins and Gray goes home. The Alliance is broken.

[Educational Message: If you plan a competitive strategy, you should not disclose it or your opponents will take advantage of it when they compete against you.]

Airdate: 12/31/2005

Time:

Duration: 30:00

TUTENSTEIN

QUEEN FOR A DAY (#690024)

Set's henchmen kidnap Tutenstein, but Cleo and Luxor think he has just wandered off somewhere. When they learn that a magazine photographer is coming to get pictures of Tut and his tomb, Cleo is forced to impersonate him so Behdety does not know that Tut is missing. Set's henchmen return to fetch Tut's scepter, which Cleo uses to ward them off. She and Luxor open a portal to the underworld and go to rescue Tut. Once there, Cleo fomented a mutiny among the henchmen. They attack Set, giving Cleo and Luxor the opportunity to free Tut and return safely to the overworld.

[Educational Message: Before you judge someone, walk a mile in their shoes.]

Airdate: 12/31/2005

Time:

Duration: 30:00

TIME WARP TRIO

VIKING IT AND LIKING IT (#477009)

The boys are captured by Vikings, who decide to spare their lives after Joe amuses them with some magic tricks. Their host, the famous explorer Leif Ericson, has The Book, which he plans to give to his father, Eric the Red. After the Vikings go to sleep, the boys plan to take The Book from Leif's treasure chest, but another Viking, Grimm, beats them to it. Grimm steals the chest and one of Leif's ships, intent on using the maps in The Book to discover new worlds and become as famous as Leif. After a chase and battle at sea, Leif and his men defeat Grimm, but their ship runs aground. Leif continues on to discover North America and upon reaching the new land, he rewards the boys by letting them choose one piece of treasure from the chest. They choose The Book, of course, so they can return home.

[Key Historical Take-Away: The first Europeans to cross the Atlantic to North America were the Vikings, led by the famous explorer, Leif Ericson, who made his discovery five hundred years before Christopher Columbus.]

Airdate: 12/31/2005

Time:

Duration: 30:00

TRADING SPACES: BOYS VS. GIRLS

COLE VS. AMANDA (#771039)

Ten-year-old best friends, Cole and Kevin, trade spaces with 12-year-old Amanda and her nine-year-old sister Ashley. The boys join forces with Designer Scott and Carpenter Ginene to create a Greek mythology-themed room for Amanda, with a large clamshell bed (a la goddess Aphrodite), lampshades decorated with Medusa-like "snake-hair," a Poseidon mural, and a mirrored chair made to look like the winged horse, Pegasus. They also make a decoupage portfolio that incorporates Amanda's own artwork. The girls turn Cole's room into a virtual roller coaster with the help of Designer Jordin and Carpenter Barte. Roller coaster shaped shelving leads to a coaster mural, and the pattern continues on the carpet. A ticket booth closet, amusement park food, and a working coaster model complete the effect.

Airdate: 12/31/2005

Time:

Duration: 30:00

DARCY'S WILD LIFE

NATURE VS. NURTURE (#699016)

Jack is not happy to learn that his dad, Dr. Adams, will be accompanying him to the upcoming Frontier Rangers' campout. He is sure that his dad's comparative lack of macho in competitive events will make him a target of bullies who always choose one kid to pick on for the whole weekend. Sure enough, Jack is proven right. To avoid further humiliation, he pretends to be sick and hides in his tent. When Dad finds out, Jack reluctantly confesses the reason. Saddened, Dad offers to keep a low profile for the rest of the weekend. However, after Eli makes Jack realize how lucky he is to have a dad who makes time for him, he asks Dad to rejoin him in the competitions. When a mountain lion threatens the campers, Dad surprises everyone, including Jack, by facing it down and driving it away.

[Educational Message: Sometimes we want our parents to be a certain way, and then we discover that they have unique strengths that make them special in ways no else can replicate.]

Airdate: 12/31/2005

Time:

Duration: 30:00

FLIGHT 29 DOWN

THE PITS (#542006)

Four days after the crash, the castaways have fallen into a routine. Everyone seems to be pulling his or her weight – except Taylor. Nathan has an opposite problem; his offers of help are being rejected. He suspects the others think he is useless. When Daly confronts Taylor about her laziness, she gets advice from Eric on how to appear busy while actually doing nothing. Daly figures out Taylor's ruse, however, and orders her to dig a latrine. Taylor retaliates by leaving one of Daly's shirts at the bottom of the trench. Before learning this, Daly praises Taylor's work and apologizes for underestimating her. Taylor feels guilty and reveals her misdeed. Daly is upset, but accepts Taylor's apology. Meanwhile, Nathan reaches a new low when he accidentally shoots off a flare gun and destroys a signal kite. He redeems himself by diagnosing Daly's "sunburn" as an allergic reaction to sunblock.

[Educational Message: Whenever everyone is in a challenging situation, each person needs to pitch in with what resources or talent he or she has. It is unfair to let the other members of a team do all the work.]

Airdate: 12/31/2005

Time:

Duration: 30:00

ENDURANCE

TEHACHAPI: DROP OUT(#838060)

After the Gray team loses at the Temple of Fate, they leave their pyramid piece to their friends the Blue team, putting Blue and Green in a tie for first place. The next Endurance mission is called Drop Out. The contestants stretch across some bars suspended over water, their feet on one end and hands on the other. The player that lasts the longest, wins the Discipline pyramid piece, and has the power to divide the teams into two super-teams for the next Temple mission. In an intense competition, Erika of the Red team wins. She and her partner, Franke, pick Green and Yellow to join them on one super-team, with Purple, Blue and Orange forming the other. Whichever of these super-teams emerges victorious in the upcoming mission will be exempt from going to the next Temple of Fate.

[Educational Message: Focusing on the end goal can motivate you to push yourself harder so you can win.]

OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS PART
OF NBC's OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL
NEEDS OF CHILDREN 16 AND UNDER

OCTOBER-DECEMBER 2005

THERE WAS NO OTHER PROGRAMMING FOR 4th QUARTER 2005 THAT CONTRIBUTED, AS
PART OF NBC's OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND
INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.

NETWORK PUBLIC SERVICE SCHEDULE, OCTOBER 2005
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
10/1	Tutenstein	TMYK/Substance Abuse	ZNBC4130	:10
10/1	Time Warp Trio	TMYK/Stay In School	ZNBC4135	:10
10/1	Trading Spaces: Boys vs. Girls	TMYK/Prejudice	ZNBC4105	:10
10/1	Darcy's Wildlife	TMYK/Self-Esteem	ZNBC4107	:10
10/1	Flight 29 Down	TMYK/Substance Abuse	ZNBC4130	:10
10/1	Endurance	TMYK/Smoking	ZNBC4106	:10
10/1	Surface	TMYK/Prejudice	ZNBC4304	:30
10/5	E-Ring	TMYK/Prejudice	ZNBC4105	:10
10/8	Tutenstein	TMYK/Prejudice	ZNBC4105	:10
10/8	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
10/8	Trading Spaces: Boys vs. Girls	TMYK/Stay In School	ZNBC4135	:10
10/8	Darcy's Wildlife	TMYK/Smoking	ZNBC4106	:10
10/8	Flight 29 Down	TMYK/Substance Abuse	ZNBC4130	:10
10/8	Endurance	TMYK/Stay In School	ZNBC4135	:10
10/8	My name is Earl	TMYK/Self-Esteem	ZNBC4305	:30
10/11	The Biggest Loser	TMYK/Self-Esteem	ZNBC4107	:10
10/15	Tutenstein	TMYK/Stay In School	ZNBC4135	:10
10/15	Time Warp Trio	TMYK/Prejudice	ZNBC4105	:10
10/15	Trading Spaces: Boys vs. Girls	TMYK/Self-Esteem	ZNBC4107	:10
10/15	Darcy's Wildlife	TMYK/Substance Abuse	ZNBC4130	:10
10/15	Flight 29 Down	TMYK/Smoking	ZNBC4106	:10
10/15	Endurance	TMYK/Stay In School	ZNBC4135	:10
10/15	NBC Sports 7:00pm	TMYK/Self-Esteem	ZNBC4305	:30
10/16	West Wing	TMYK/Prejudice	ZNBC4124	:10
10/17	Surface	TMYK/Self-Esteem	ZNBC4107	:10

10/22	Tutenstein	TMYK/Smoking	ZNBC4106	:10
10/22	Time Warp Trio	TMYK/Stay In School	ZNBC4135	:10
10/22	Trading Spaces: Boys vs. Girls	TMYK/Substance Abuse	ZNBC4130	:10
10/22	Darcy's Wildlife	TMYK/Prejudice	ZNBC4105	:10
10/22	Flight 29 Down	TMYK/Self-Esteem	ZNBC4107	:10
10/22	Endurance	TMYK/Stay In School	ZNBC4135	:10
10/29	Tutenstein	TMYK/Stay In School	ZNBC4135	:10
10/29	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
10/29	Trading Spaces: Boys vs. Girls	TMYK/Prejudice	ZNBC4105	:10
10/29	Darcy's Wildlife	TMYK/Stay In School	ZNBC4135	:10
10/29	Flight 29 Down	TMYK/Smoking	ZNBC4106	:10
10/29	Endurance	TMYK/Substance Abuse	ZNBC4130	:10
10/29	NBC Movie of the Week 8:00	TMYK/Self-Esteem	ZNBC4305	:30
10/30	West Wing	TMYK/Self-Esteem	ZNBC4107	:10

NETWORK PUBLIC SERVICE SCHEDULE, NOVEMBER 2005
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
11/5	Tutenstein	TMYK/Smoking	ZNBC4106	:10
11/5	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
11/5	Trading Spaces: Boys vs. Girls	TMYK/Substance Abuse	ZNBC4130	:10
11/5	Darcy's Wildlife	TMYK/Self-Esteem	ZNBC4107	:10
11/5	Flight 29 Down	TMYK/Stay In School	ZNBC4135	:10
11/5	Endurance	TMYK/Prejudice	ZNBC4105	:10
11/5	NBC Specials – TV Moments	TMYK/Prejudice	ZNBC4304	:30
11/12	Tutenstein	TMYK/Stay In School	ZNBC4135	:10
11/12	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
11/12	Trading Spaces: Boys vs. Girls	TMYK/Smoking	ZNBC4106	:10
11/12	Darcy's Wildlife	TMYK/Substance Abuse	ZNBC4130	:10
11/12	Flight 29 Down	TMYK/Self-Esteem	ZNBC4107	:10
11/12	Endurance	TMYK/Prejudice	ZNBC4105	:10
11/12	NBC Specials 8:00pm	TMYK/Self-Esteem	ZNBC4305	:30
11/13	NBC Special	TMYK/Prejudice	ZNBC4105	:10
11/14	Surface	TMYK/Prejudice	ZNBC4141	:10
11/15	The Biggest Loser	TMYK/Self-Esteem	ZNBC4107	:10
11/19	Tutenstein	TMYK/Substance Abuse	ZNBC4130	:10
11/19	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
11/19	Trading Spaces: Boys vs. Girls	TMYK/Prejudice	ZNBC4105	:10
11/19	Darcy's Wildlife	TMYK/Self-Esteem	ZNBC4107	:10
11/19	Flight 29 Down	TMYK/Stay In School	ZNBC4135	:10
11/19	Endurance	TMYK/Smoking	ZNBC4106	:10
11/21	Surface	TMYK/Smoking	ZNBC4106	:10
11/22	The Biggest Loser	TMYK/Self-Esteem	ZNBC4107	:10

11/24	NBC Special	TMYK/Prejudice	ZNBC4105	:10
11/26	Tutenstein	TMYK/Prejudice	ZNBC4105	:10
11/26	Time Warp Trio	TMYK/Self-Esteem	ZNBC4107	:10
11/26	Trading Spaces: Boys vs. Girls	TMYK/Substance Abuse	ZNBC4130	:10
11/26	Darcy's Wildlife	TMYK/Smoking	ZNBC4106	:10
11/26	Endurance	TMYK/Stay In School	ZNBC4135	:10
11/26	Flight 29 Down	TMYK/Substance Abuse	ZNBC4130	:10
11/27	NBC Movie of the Week 8:00	TMYK/Self-Esteem	ZNBC4107	:10
11/28	Las Vegas 9:00pm	TMYK/Smoking	ZNBC4106	:10

NETWORK PUBLIC SERVICE SCHEDULE, DECEMBER 2005
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
12/3	Tutenstein	TMYK/Stay In School	ZNBC4135	:10
12/3	Time Warp Trio	TMYK/Prejudice	ZNBC4105	:10
12/3	Trading Spaces: Boys vs. Girls	TMYK/Self-Esteem	ZNBC4107	:10
12/3	Darcy's Wildlife	TMYK/Substance Abuse	ZNBC4130	:10
12/3	Flight 29 Down	TMYK/Stay In School	ZNBC4135	:10
12/3	Endurance	TMYK/Smoking	ZNBC4106	:10
12/3	Crossing Jordan 8:00pm	TMYK/Prejudice	ZNBC4304	:30
12/5	Las Vegas 8:00pm	TMYK/Self-Esteem	ZNBC4107	:10
12/9	3 Wishes	TMYK/Self-Esteem	ZNBC4107	:10
12/10	Tutenstein	TMYK/Smoking	ZNBC4106	:10
12/10	Time Warp Trio	TMYK/Stay In School	ZNBC4135	:10
12/10	Trading Spaces: Boys vs. Girls	TMYK/Substance Abuse	ZNBC4130	:10
12/10	Darcy's Wildlife	TMYK/Prejudice	ZNBC4105	:10
12/10	Flight 29 Down	TMYK/Self-Esteem	ZNBC4107	:10
12/10	Endurance	TMYK/Smoking	ZNBC4106	:10
12/10	NBC Movie of the Week Wonderful Life	TMYK/Self-Esteem	ZNBC4107	:10
12/12	NBC Specials 8:00pm Elton John	TMYK/Self-Esteem	ZNBC4107	:10
12/13	Fear Factor 8:00pm	TMYK/Prejudice	ZNBC4105	:10
12/14	E-Ring	TMYK/Smoking	ZNBC4106	:10
12/16	Dateline 8:00pm	TMYK/Self-Esteem	ZNBC5101	:10
12/17	Tutenstein	TMYK/Diversity	ZNBC5118	:10
12/17	Time Warp Trio	TMYK/Stay In School	ZNBC5120	:10
12/17	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5127	:10
12/17	Darcy's Wildlife	TMYK/Diversity	ZNBC5123	:10
12/17	Flight 29 Down	TMYK/Self-Esteem	ZNBC5116	:10

12/17	Endurance	TMYK/Internet Safety	ZNBC5105	:10
12/18	NBC Movie of the Week 9:00pm	TMYK/Self-Esteem National Lampoon	ZNBC5116	:10
12/19	Deal or No Deal	TMYK/Diversity	ZNBC5106	:10
12/19	NBC Special 9:00pm Radio Music Awards	TMYK/Self-Esteem	ZNBC5101	:10
12/21	Deal or No Deal	TMYK/Self-Esteem	ZNBC5116	:10
12/24	Tutenstein	TMYK/Diversity	ZNBC5123	:10
12/24	Time Warp Trio	TMYK/Self-Esteem	ZNBC5116	:10
12/24	Trading Spaces: Boys vs. Girls	TMYK/Stay In School	ZNBC5120	:10
12/24	Darcy's Wildlife	TMYK/Internet Safety	ZNBC5127	:10
12/24	Flight 29 Down	TMYK/Internet Safety	ZNBC5105	:10
12/24	Endurance	TMYK/Diversity	ZNBC5118	:10
12/24	NBC Movie of the Week 8:00pm Wonderful Life	TMYK/Diversity	ZNBC5118	:10
12/26	Crossing Jordan 8:00pm	TMYK/Self-Esteem	ZNBC5116	:10
12/27	Fear Factor 8:00pm	TMYK/Smoking	ZNBC5103	:10
12/31	Tutenstein	TMYK/Internet Safety	ZNBC5127	:10
12/31	Time Warp Trio	TMYK/Self-Esteem	ZNBC5101	:10
12/31	Trading Spaces: Boys vs. Girls	TMYK/Internet Safety	ZNBC5105	:10
12/31	Darcy's Wildlife	TMYK/Stay In School	ZNBC5120	:10
12/31	Flight 29 Down	TMYK/Diversity	ZNBC5123	:10
12/31	Endurance	TMYK/Volunteerism	ZNBC5104	:10

THE MORE YOU KNOW WEBSITE

"The More You Know's" newly-designed, comprehensive website (NBC.com/tmyk) compliments the on-air public service announcements, while providing in-depth referral information for viewers. Content includes: video of all current public service announcements, a general campaign overview, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

Campaign: Chomp Chat - Pet Project

54102	Chomp Chat - Pets "Chicken"	10/8/2005	10:05:43AM	SA 10a-1p	1	342700	0:20	Promo
54103	Chomp Chat - Pets "Cos"	10/15/2005	10:22:04AM	SA 10a-1p	1	342701	0:20	Promo
54104	Chomp Chat - Pets "Georgie"	10/15/2005	10:34:22AM	SA 10a-1p	1	342702	0:20	Promo
54105	Chomp Chat - Pets "Kayla"	10/8/2005	11:23:08AM	SA 10a-1p	1	342703	0:30	Promo
54111	Chomp Chat - Pets "Goodwill Ambassador"	10/8/2005	11:56:36AM	SA 10a-1p	1	342709	0:30	Promo
54112	Chomp Chat - Pets "Play Dead"	10/8/2005	12:25:55PM	SA 10a-1p	1	342710	0:30	Promo
54113	Chomp Chat - Pets "Promenade"	10/8/2005	12:36:00PM	SA 10a-1p	1	342712	0:30	Promo
54115	Chomp Chat - Pets "Taz"	10/15/2005	12:28:08PM	SA 10a-1p	1	342714	0:30	Promo
54116	Chomp Chat - Pets "Weird"	10/15/2005	11:23:44AM	SA 10a-1p	1	342715	0:30	Promo
54117	Chomp Chat - Pets "Hobart"	10/1/2005	11:23:26AM	SA 10a-1p	2	342716	0:30	Promo
54117	Chomp Chat - Pets "Hobart"	10/1/2005	12:52:33PM	SA 10a-1p	2	342716	0:30	Promo
54117	Chomp Chat - Pets "Hobart"	10/15/2005	11:57:53AM	SA 10a-1p	1	342716	0:30	Promo
54118	Chomp Chat - Pets "He Eats What?"	10/1/2005	11:56:41AM	SA 10a-1p	1	342717	0:30	Promo
54118	Chomp Chat - Pets "He Eats What?"	10/15/2005	12:53:43PM	SA 10a-1p	1	342717	0:30	Promo
54119	Chomp Chat - Pets "Buttercup"	10/1/2005	12:26:48PM	SA 10a-1p	1	342718	0:30	Promo
54119	Chomp Chat - Pets "Buttercup"	10/1/2005	12:26:48PM	SA 10a-1p	1	342718	0:30	Promo
54128	Chomp Chat - Pets "Chicken"	11/5/2005	10:35:06AM	SA 10a-1p	1	346244	0:20	Promo
54128	Chomp Chat - Pets "Chicken"	11/26/2005	10:21:12AM	SA 10a-1p	1	346244	0:20	Promo
54128	Chomp Chat - Pets "Chicken"	12/3/2005	10:05:02AM	SA 10a-1p	1	346244	0:20	Promo
54128	Chomp Chat - Pets "Chicken"	12/24/2005	11:09:07AM	SA 10a-1p	1	346244	0:20	Promo
54129	Chomp Chat - Pets "Cos"	12/3/2005	11:09:19AM	SA 10a-1p	1	346245	0:20	Promo
54130	Chomp Chat - Pets "Georgie"	11/19/2005	11:23:41AM	SA 10a-1p	1	346246	0:20	Promo
54130	Chomp Chat - Pets "Georgie"	12/3/2005	12:03:25PM	SA 10a-1p	1	346246	0:20	Promo
54130	Chomp Chat - Pets "Georgie"	12/17/2005	12:04:33PM	SA 10a-1p	1	346246	0:20	Promo
54131	Chomp Chat - Pets "Kayla"	11/5/2005	11:58:29AM	SA 10a-1p	1	346247	0:30	Promo
54131	Chomp Chat - Pets "Kayla"	12/24/2005	12:26:27PM	SA 10a-1p	1	346247	0:30	Promo
54132	Chomp Chat - Pets "Toad"	10/22/2005	10:23:23AM	SA 10a-1p	1	346248	0:20	Promo
54132	Chomp Chat - Pets "Toad"	12/17/2005	10:04:32AM	SA 10a-1p	1	346248	0:20	Promo
54132	Chomp Chat - Pets "Toad"	12/24/2005	10:04:47AM	SA 10a-1p	1	346248	0:20	Promo
54133	Chomp Chat - Pets "Bunny"	12/10/2005	10:06:01AM	SA 10a-1p	1	346249	0:20	Promo
54134	Chomp Chat - Pets "Snips"	10/22/2005	12:27:42PM	SA 10a-1p	1	346265	0:45	Promo
54134	Chomp Chat - Pets "Snips"	10/29/2005	12:27:20PM	SA 10a-1p	1	346265	0:45	Promo
54135	Chomp Chat - Pets "Doll Clothes"	10/29/2005	10:55:32AM	SA 10a-1p	1	346266	0:20	Promo
54135	Chomp Chat - Pets "Doll Clothes"	10/29/2005	10:55:32AM	SA 10a-1p	1	346266	0:20	Promo
54135	Chomp Chat - Pets "Doll Clothes"	11/5/2005	12:38:30PM	SA 10a-1p	1	346266	0:20	Promo
54135	Chomp Chat - Pets "Doll Clothes"	12/10/2005	11:09:02AM	SA 10a-1p	1	346266	0:20	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

54136	Chomp Chat - Pets "Raisin"	11/12/2005	11:58:36AM	SA 10a-1p	1	346267	0:20	Promo
54136	Chomp Chat - Pets "Raisin"	12/17/2005	11:08:31AM	SA 10a-1p	1	346267	0:20	Promo
54137	Chomp Chat - Pets "Goodwill Ambassador"	10/22/2005	11:58:13AM	SA 10a-1p	1	346269	0:30	Promo
54137	Chomp Chat - Pets "Goodwill Ambassador"	10/29/2005	11:58:10AM	SA 10a-1p	1	346269	0:30	Promo
54137	Chomp Chat - Pets "Goodwill Ambassador"	12/10/2005	12:26:53PM	SA 10a-1p	1	346269	0:30	Promo
54138	Chomp Chat - Pets "Play Dead"	10/22/2005	12:52:09PM	SA 10a-1p	1	346270	0:30	Promo
54140	Chomp Chat - Pets "Roger"	11/5/2005	12:04:48PM	SA 10a-1p	1	346273	0:20	Promo
54140	Chomp Chat - Pets "Roger"	11/12/2005	10:56:10AM	SA 10a-1p	1	346273	0:20	Promo
54140	Chomp Chat - Pets "Roger"	11/19/2005	10:22:30AM	SA 10a-1p	1	346273	0:20	Promo
54141	Chomp Chat - Pets "Taz"	12/24/2005	12:37:15PM	SA 10a-1p	1	346274	0:30	Promo
54142	Chomp Chat - Pets "Weird"	11/12/2005	12:27:57PM	SA 10a-1p	1	346276	0:30	Promo
54142	Chomp Chat - Pets "Weird"	11/19/2005	12:26:27PM	SA 10a-1p	1	346276	0:30	Promo
54142	Chomp Chat - Pets "Weird"	12/24/2005	10:34:56AM	SA 10a-1p	1	346276	0:30	Promo
54146	Chomp Chat - Pets "2 lbs of Food"	10/22/2005	10:53:53AM	SA 10a-1p	1	346445	0:20	Promo
54146	Chomp Chat - Pets "2 lbs of Food"	10/29/2005	12:38:45PM	SA 10a-1p	1	346445	0:20	Promo
54146	Chomp Chat - Pets "2 lbs of Food"	11/12/2005	12:05:45PM	SA 10a-1p	1	346445	0:20	Promo
54146	Chomp Chat - Pets "2 lbs of Food"	12/10/2005	10:54:58AM	SA 10a-1p	1	346445	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	10/22/2005	11:23:17AM	SA 10a-1p	1	346447	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	11/5/2005	10:04:08AM	SA 10a-1p	1	346447	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	11/12/2005	12:38:49PM	SA 10a-1p	1	346447	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	11/19/2005	10:55:39AM	SA 10a-1p	1	346447	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	12/10/2005	11:35:00AM	SA 10a-1p	1	346447	0:20	Promo
54148	Chomp Chat - Pets "Tongue"	12/24/2005	10:54:46AM	SA 10a-1p	1	346447	0:20	Promo
54149	Chomp Chat - Pets "Ozzie"	11/5/2005	11:24:35AM	SA 10a-1p	1	346448	0:20	Promo
54149	Chomp Chat - Pets "Ozzie"	11/19/2005	11:58:32AM	SA 10a-1p	1	346448	0:20	Promo
54149	Chomp Chat - Pets "Ozzie"	11/26/2005	11:35:12AM	SA 10a-1p	1	346448	0:20	Promo
54149	Chomp Chat - Pets "Ozzie"	12/10/2005	12:38:05PM	SA 10a-1p	1	346448	0:20	Promo
54149	Chomp Chat - Pets "Ozzie"	12/17/2005	10:34:34AM	SA 10a-1p	1	346448	0:20	Promo
54150	Chomp Chat - Pets "Spencer"	11/5/2005	12:25:09PM	SA 10a-1p	1	346449	0:30	Promo
54150	Chomp Chat - Pets "Spencer"	11/26/2005	12:26:30PM	SA 10a-1p	1	346449	0:30	Promo
54150	Chomp Chat - Pets "Spencer"	12/24/2005	12:52:09PM	SA 10a-1p	1	346449	0:30	Promo
54151	Chomp Chat - Pets "Panting"	12/3/2005	10:56:10AM	SA 10a-1p	1	346450	0:20	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

54153	Chomp Chat - Pets "Kayla Frog"	12/24/2005	11:58:18AM	SA 10a-1p	1	346452	0:30	Promo
54155	Chomp Chat - Pets "Uhhh"	12/17/2005	11:58:21AM	SA 10a-1p	1	346454	0:30	Promo
54155	Chomp Chat - Pets "Uhhh"	12/24/2005	12:24:27PM	SA 10a-1p	1	346454	0:30	Promo
54156	Chomp Chat - Pets "Woof"	11/19/2005	12:52:24PM	SA 10a-1p	1	346455	0:15	Promo
54157	Chomp Chat - Pets "Ladies Dog"	10/29/2005	10:22:58AM	SA 10a-1p	1	346456	0:20	Promo
54157	Chomp Chat - Pets "Ladies Dog"	11/12/2005	10:04:46AM	SA 10a-1p	1	346456	0:20	Promo
54157	Chomp Chat - Pets "Ladies Dog"	12/3/2005	11:34:54AM	SA 10a-1p	1	346456	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	10/29/2005	11:24:19AM	SA 10a-1p	1	346457	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	11/12/2005	11:24:01AM	SA 10a-1p	1	346457	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	11/19/2005	12:04:54PM	SA 10a-1p	1	346457	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	12/3/2005	12:38:48PM	SA 10a-1p	1	346457	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	12/17/2005	12:38:54PM	SA 10a-1p	1	346457	0:20	Promo
54158	Chomp Chat - Pets "Scuse You"	12/24/2005	11:24:05AM	SA 10a-1p	1	346457	0:20	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

Campaign: Darcy's Wild Life 1

54076	Darcy's Wild Life "My Life" Nw Season - Sat MornIn	10/1/2005	12:02:55PM	SA 10a-1p	1	337244	0:20	Promo
54076	Darcy's Wild Life "My Life" Nw Season - Sat MornIn	10/8/2005	12:05:53PM	SA 10a-1p	1	337244	0:20	Promo
54076	Darcy's Wild Life "My Life" Nw Season - Sat MornIn	10/15/2005	12:38:34PM	SA 10a-1p	1	337244	0:20	Promo
54076	Darcy's Wild Life "My Life" Nw Season - Sat MornIn	10/22/2005	12:05:35PM	SA 10a-1p	1	337244	0:20	Promo
54076	Darcy's Wild Life "My Life" Nw Season - Sat MornIn	10/29/2005	12:52:38PM	SA 10a-1p	1	337244	0:20	Promo
54077	Darcy's Wild Life "My Life" New Season - Coming Up	10/1/2005	11:23:56AM	SA 10a-1p	1	337245	0:20	Promo
54077	Darcy's Wild Life "My Life" New Season - Coming Up	10/8/2005	11:06:41AM	SA 10a-1p	1	337245	0:20	Promo
54077	Darcy's Wild Life "My Life" New Season - Coming Up	10/15/2005	11:07:16AM	SA 10a-1p	1	337245	0:20	Promo
54077	Darcy's Wild Life "My Life" New Season - Coming Up	10/22/2005	11:07:37AM	SA 10a-1p	1	337245	0:20	Promo
54077	Darcy's Wild Life "My Life" New Season - Coming Up	10/29/2005	11:22:14AM	SA 10a-1p	1	337245	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	11/5/2005	11:07:17AM	SA 10a-1p	1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	11/12/2005	11:07:09AM	SA 10a-1p	1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	11/19/2005	11:06:10AM	SA 10a-1p	1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	11/26/2005	11:21:59AM	SA 10a-1p	1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	12/3/2005	11:07:39AM	SA 10a-1p	1	337247	0:20	Promo
54079	Darcy's Wild Life "My Life" Coming Up	12/10/2005	11:22:26AM	SA 10a-1p	1	337247	0:20	Promo
54080	Darcy's Wild Life "Strange" Nw Season - Sat MornIn	10/8/2005	12:55:00PM	SA 10a-1p	1	337248	0:20	Promo
54080	Darcy's Wild Life "Strange" Nw Season - Sat MornIn	10/15/2005	12:02:55PM	SA 10a-1p	1	337248	0:20	Promo
54080	Darcy's Wild Life "Strange" Nw Season - Sat MornIn	10/29/2005	12:05:53PM	SA 10a-1p	1	337248	0:20	Promo
54081	Darcy's Wild Life "Strange" Nw Season - Coming Up	10/1/2005	11:08:22AM	SA 10a-1p	1	337249	0:20	Promo
54081	Darcy's Wild Life "Strange" Nw Season - Coming Up	10/8/2005	11:23:38AM	SA 10a-1p	1	337249	0:20	Promo
54081	Darcy's Wild Life "Strange" Nw Season - Coming Up	10/15/2005	11:22:04AM	SA 10a-1p	1	337249	0:20	Promo
54081	Darcy's Wild Life "Strange" Nw Season - Coming Up	10/22/2005	11:21:57AM	SA 10a-1p	1	337249	0:20	Promo
54081	Darcy's Wild Life "Strange" Nw Season - Coming Up	10/29/2005	11:07:39AM	SA 10a-1p	1	337249	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	11/5/2005	11:22:55AM	SA 10a-1p	1	337251	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	11/19/2005	11:21:41AM	SA 10a-1p	1	337251	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	11/26/2005	11:06:53AM	SA 10a-1p	1	337251	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	12/3/2005	11:22:35AM	SA 10a-1p	1	337251	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	12/10/2005	11:07:12AM	SA 10a-1p	1	337251	0:20	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

54083	Darcy's Wild Life "Strange" Coming Up	12/17/2005	11:21:53AM	SA 10a-1p	1	337251	0:20	Promo
54083	Darcy's Wild Life "Strange" Coming Up	12/24/2005	11:07:17AM	SA 10a-1p	1	337251	0:20	Promo
54084	Darcy's Wild Life "Strange" Nw Season - Sat Mornin	10/1/2005	12:38:45PM	SA 10a-1p	1	337252	0:15	Promo
54088	Darcy's Wild Life "Strange" Saturday Mornings (:10	12/24/2005	10:20:24AM	SA 10a-1p	1	337256	0:10	Promo
54165	Darcy's Wild Life "There for You" Coming Up	11/12/2005	11:22:16AM	SA 10a-1p	1	349175	0:20	Promo
54165	Darcy's Wild Life "There for You" Coming Up	12/17/2005	11:06:56AM	SA 10a-1p	1	349175	0:20	Promo
54165	Darcy's Wild Life "There for You" Coming Up	12/24/2005	11:22:50AM	SA 10a-1p	1	349175	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	11/5/2005	12:55:00PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	11/12/2005	12:26:17PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	11/19/2005	12:51:04PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	11/26/2005	10:34:45AM	SA 10a-1p	2	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	11/26/2005	12:37:43PM	SA 10a-1p	2	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	12/3/2005	12:51:10PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	12/10/2005	12:36:00PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	12/17/2005	12:52:28PM	SA 10a-1p	1	349176	0:20	Promo
54166	Darcy's Wild Life "There for You" Saturday Morning	12/24/2005	12:50:39PM	SA 10a-1p	1	349176	0:20	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	11/5/2005	12:23:24PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	11/12/2005	12:36:34PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	11/19/2005	12:24:42PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	11/26/2005	12:24:45PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	12/3/2005	12:25:07PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	12/10/2005	12:24:53PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	12/17/2005	12:23:09PM	SA 10a-1p	1	349398	0:30	Promo
54167	Darcy's Wild Life "Here We Go Again" Saturday Morn	12/24/2005	12:25:42PM	SA 10a-1p	1	349398	0:30	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

Campaign: Endurance 4									
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	10/1/2005	10:21:02AM	SA 10a-1p	2	334785	0:20	Promo	
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	10/1/2005	11:32:30AM	SA 10a-1p	2	334785	0:20	Promo	
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	10/15/2005	11:34:21AM	SA 10a-1p	1	334785	0:20	Promo	
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	10/22/2005	10:32:45AM	SA 10a-1p	1	334785	0:20	Promo	
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	11/5/2005	11:35:43AM	SA 10a-1p	1	334785	0:20	Promo	
54022	Endurance 4: Girl 3 - Brittany - Ver 3/Sat Morning	11/19/2005	10:35:08AM	SA 10a-1p	1	334785	0:20	Promo	
54023	Endurance 4: Girl 5 - Brooke - Ver 3/Sat Mornings	10/8/2005	11:21:48AM	SA 10a-1p	1	334786	0:20	Promo	
54023	Endurance 4: Girl 5 - Brooke - Ver 3/Sat Mornings	11/5/2005	11:09:12AM	SA 10a-1p	1	334786	0:20	Promo	
54023	Endurance 4: Girl 5 - Brooke - Ver 3/Sat Mornings	11/19/2005	11:07:45AM	SA 10a-1p	1	334786	0:20	Promo	
54024	Endurance 4: Boy 3 - Keith - Ver 3/Sat Mornings	10/1/2005	11:22:06AM	SA 10a-1p	1	334787	0:20	Promo	
54024	Endurance 4: Boy 3 - Keith - Ver 3/Sat Mornings	10/8/2005	11:35:37AM	SA 10a-1p	1	334787	0:20	Promo	
54024	Endurance 4: Boy 3 - Keith - Ver 3/Sat Mornings	10/29/2005	11:34:51AM	SA 10a-1p	1	334787	0:20	Promo	
54024	Endurance 4: Boy 3 - Keith - Ver 3/Sat Mornings	11/12/2005	11:08:59AM	SA 10a-1p	1	334787	0:20	Promo	
54025	Endurance 4: Boy 6 - Nicholas - Ver 3/Sat Mornings	10/29/2005	11:09:09AM	SA 10a-1p	1	334788	0:20	Promo	
54025	Endurance 4: Boy 6 - Nicholas - Ver 3/Sat Mornings	11/12/2005	10:34:25AM	SA 10a-1p	1	334788	0:20	Promo	
54035	Endurance 4: Event - Generic Promo (:10)	12/17/2005	11:22:13AM	SA 10a-1p	2	336301	0:10	Promo	
54035	Endurance 4: Event - Generic Promo (:10)	12/17/2005	11:56:41AM	SA 10a-1p	2	336301	0:10	Promo	
54035	Endurance 4: Event - Generic Promo (:10)	12/24/2005	11:23:10AM	SA 10a-1p	2	336301	0:10	Promo	
54035	Endurance 4: Event - Generic Promo (:10)	12/24/2005	11:57:08AM	SA 10a-1p	2	336301	0:10	Promo	
54036	Endurance 4: Ep. 401 - Hang Glide - Coming Up	10/1/2005	12:04:20PM	SA 10a-1p	2	336302	0:20	Promo	
54036	Endurance 4: Ep. 401 - Hang Glide - Coming Up	10/1/2005	12:28:18PM	SA 10a-1p	2	336302	0:20	Promo	
54036	Endurance 4: Ep. 401 - Hang Glide - Coming Up	10/29/2005	12:04:23PM	SA 10a-1p	2	336302	0:20	Promo	
54036	Endurance 4: Ep. 401 - Hang Glide - Coming Up	10/29/2005	12:25:55PM	SA 10a-1p	2	336302	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	10/8/2005	12:04:28PM	SA 10a-1p	2	336304	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	10/8/2005	12:27:45PM	SA 10a-1p	2	336304	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	11/5/2005	12:03:28PM	SA 10a-1p	2	336304	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	11/5/2005	12:23:04PM	SA 10a-1p	2	336304	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	12/10/2005	12:03:38PM	SA 10a-1p	2	336304	0:20	Promo	
54038	Endurance 4: Ep. 402 - Power Play - Coming Up	12/10/2005	12:24:33PM	SA 10a-1p	2	336304	0:20	Promo	
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	10/15/2005	11:24:14AM	SA 10a-1p	3	336306	0:20	Promo	

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

54040	Endurance 4: Ep. 403 - Blocked - Coming Up	10/15/2005	12:02:35PM	SA 10a-1p	3	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	10/15/2005	12:26:48PM	SA 10a-1p	3	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	11/12/2005	11:35:46AM	SA 10a-1p	3	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	11/12/2005	12:04:20PM	SA 10a-1p	3	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	11/12/2005	12:25:57PM	SA 10a-1p	3	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	12/17/2005	12:03:13PM	SA 10a-1p	2	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	12/17/2005	12:22:49PM	SA 10a-1p	2	336306	0:20	Promo
54040	Endurance 4: Ep. 403 - Blocked - Coming Up	12/17/2005	12:22:49PM	SA 10a-1p	2	336306	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	10/22/2005	11:35:15AM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	10/22/2005	12:04:20PM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	10/22/2005	12:25:47PM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	11/19/2005	11:57:12AM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	11/19/2005	12:03:49PM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	11/19/2005	12:24:22PM	SA 10a-1p	3	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	12/24/2005	12:03:34PM	SA 10a-1p	2	336308	0:20	Promo
54042	Endurance 4: Ep. 404 - Raft Pull - Coming Up	12/24/2005	12:24:07PM	SA 10a-1p	2	336308	0:20	Promo
54044	Endurance 4: Ep. 405 - Drop Out - Coming Up	11/26/2005	11:08:58AM	SA 10a-1p	4	336315	0:20	Promo
54044	Endurance 4: Ep. 405 - Drop Out - Coming Up	11/26/2005	11:56:39AM	SA 10a-1p	4	336315	0:20	Promo
54044	Endurance 4: Ep. 405 - Drop Out - Coming Up	11/26/2005	12:03:31PM	SA 10a-1p	4	336315	0:20	Promo
54044	Endurance 4: Ep. 405 - Drop Out - Coming Up	11/26/2005	12:24:25PM	SA 10a-1p	4	336315	0:20	Promo
54046	Endurance 4: Ep. 406 - Super Stumped - Coming Up	12/3/2005	11:56:51AM	SA 10a-1p	3	336310	0:20	Promo
54046	Endurance 4: Ep. 406 - Super Stumped - Coming Up	12/3/2005	12:02:05PM	SA 10a-1p	3	336310	0:20	Promo
54046	Endurance 4: Ep. 406 - Super Stumped - Coming Up	12/3/2005	12:24:47PM	SA 10a-1p	3	336310	0:20	Promo

Detail for Discovery Kids On NBC

Non-Commercial Interstitials Aired Between 09/26/05 and 12/25/05

Sorted by Campaign Title, Interstitial Type, House #, Air Date, Aired At

Campaign: Fall Season 2004-2005

59784	Freak Week - Get Your Freak On (20")	10/22/2005	10:34:50AM	SA 10a-1p	5	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/22/2005	11:07:17AM	SA 10a-1p	5	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/22/2005	11:21:37AM	SA 10a-1p	5	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/22/2005	12:27:22PM	SA 10a-1p	5	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/22/2005	12:35:40PM	SA 10a-1p	5	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/29/2005	10:34:30AM	SA 10a-1p	3	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/29/2005	12:27:00PM	SA 10a-1p	3	289332	0:20	Promo
59784	Freak Week - Get Your Freak On (20")	10/29/2005	12:54:18PM	SA 10a-1p	3	289332	0:20	Promo
59785	Freak Week - Get Your Freak On (10")	10/22/2005	10:03:47AM	SA 10a-1p	3	289333	0:10	Promo
59785	Freak Week - Get Your Freak On (10")	10/22/2005	11:23:37AM	SA 10a-1p	3	289333	0:10	Promo
59785	Freak Week - Get Your Freak On (10")	10/22/2005	11:56:28AM	SA 10a-1p	3	289333	0:10	Promo
59785	Freak Week - Get Your Freak On (10")	10/29/2005	10:03:26AM	SA 10a-1p	3	289333	0:10	Promo
59785	Freak Week - Get Your Freak On (10")	10/29/2005	11:22:34AM	SA 10a-1p	3	289333	0:10	Promo
59785	Freak Week - Get Your Freak On (10")	10/29/2005	11:56:45AM	SA 10a-1p	3	289333	0:10	Promo